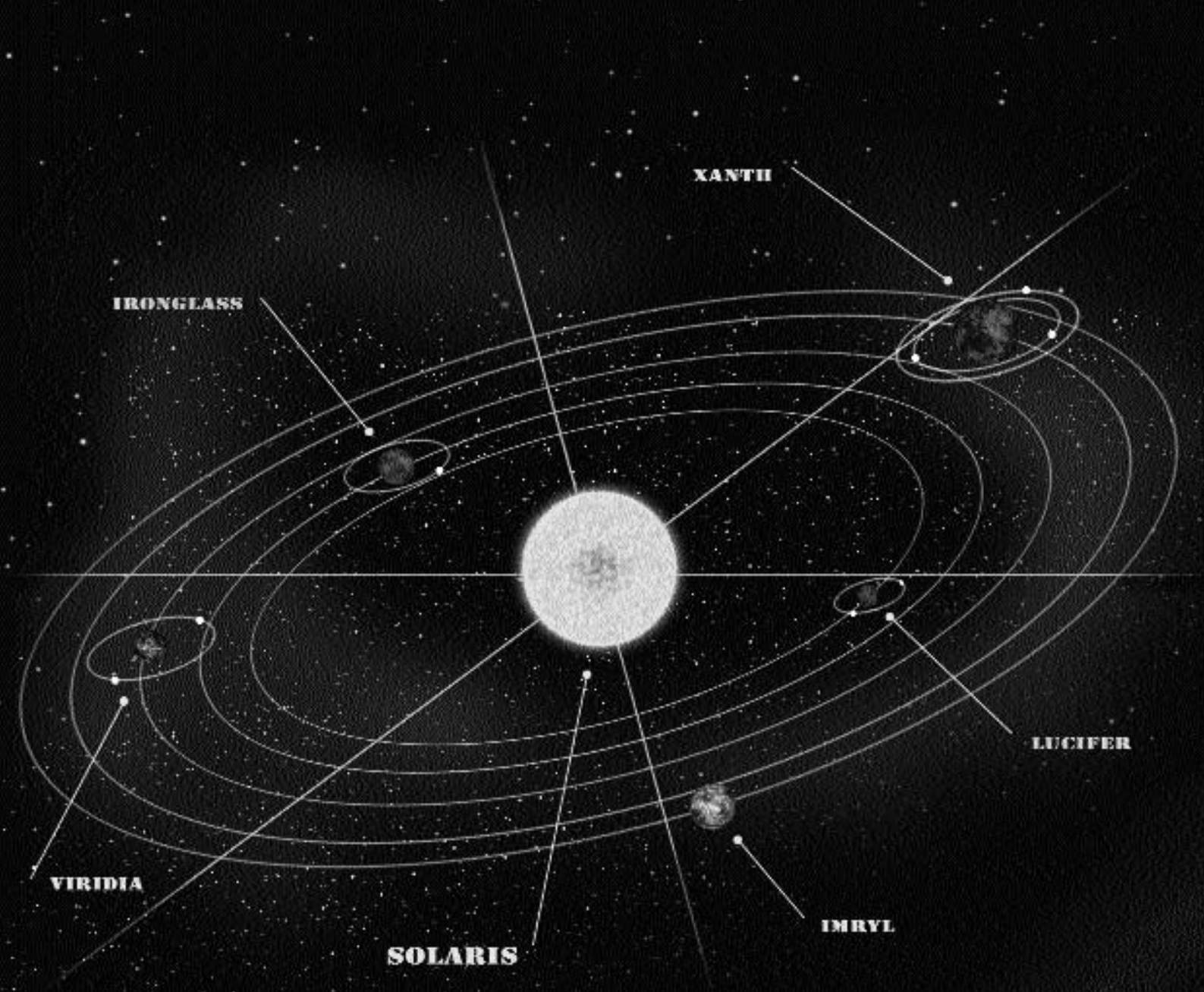
VOID™ 1.1

VIRIDIAN FORCE BOOK

i-KORE™

A Viridian Terrasaur unit emerges from a forest supported by a Behemoth

Viridian Assault Marines hold out in urban ruins



VIRIDIA-SOLARIS/LEVIATHAN BINARY SYSTEM

The Viridia Solaris/Leviathan binary system is a twin star system consisting of the main sequence yellow star Viridia Solaris and the long dead black dwarf Leviathan and their satellites.
The binary system was formed 5.5 billion years ago when the immense gravity field exerted by Leviathan captured the young Viridia Solaris system.

BIOCON GENETICS COLONY 86

Biocon Genetics Colony 86 is the largest saurian breeding colony in Pan-Humanic space. Biocon Genetics, a powerful Viridian biotech corporation with a deal to supply the military with ceneraptors and pteraraptors, owns the planet.

AURAM 79

Auram 79 is one of the richest planets in Pan-Humanic space, a gate world at the hub of three major grav-wells, the trade generated there has facilitated the building of a great pleasure complex/corporate conference world for Viridia's top executives. Surrounding space is rife with harbours, converted moon base warehouses, Legrangian stations and so on.

NIFILHEIM

Nifilheim is a joint Viridia/VASA military training colony for ice world survival techniques. It is an old colony near to Viridia/Solaris and one of the first to ever be colonised. It is also the home base of the renowned Fenrir's Assault Marines regiment

RIMWORLDS

CAMP DESTINY

Camp Destiny is the name given to a small, sweltering bayou world in a thirteen planet system in an otherwise barren tract of space. This is the world where the technology on the Jaguar strike craft was perfected. The Viridians send Jungle Commando rookies there for final training in jungle survival and endurance.

TETHYS

Tethys is a famous Viridian fisheries colony. The planet is covered in extraordinarily rich oceans, plied by submarine harvesters for the finest seafood delicacies in the galaxy. The cargoes are then sold for obscene sums to the bon-vivants of the richest gate worlds.

THE DRACONIS ALBA GALAXY

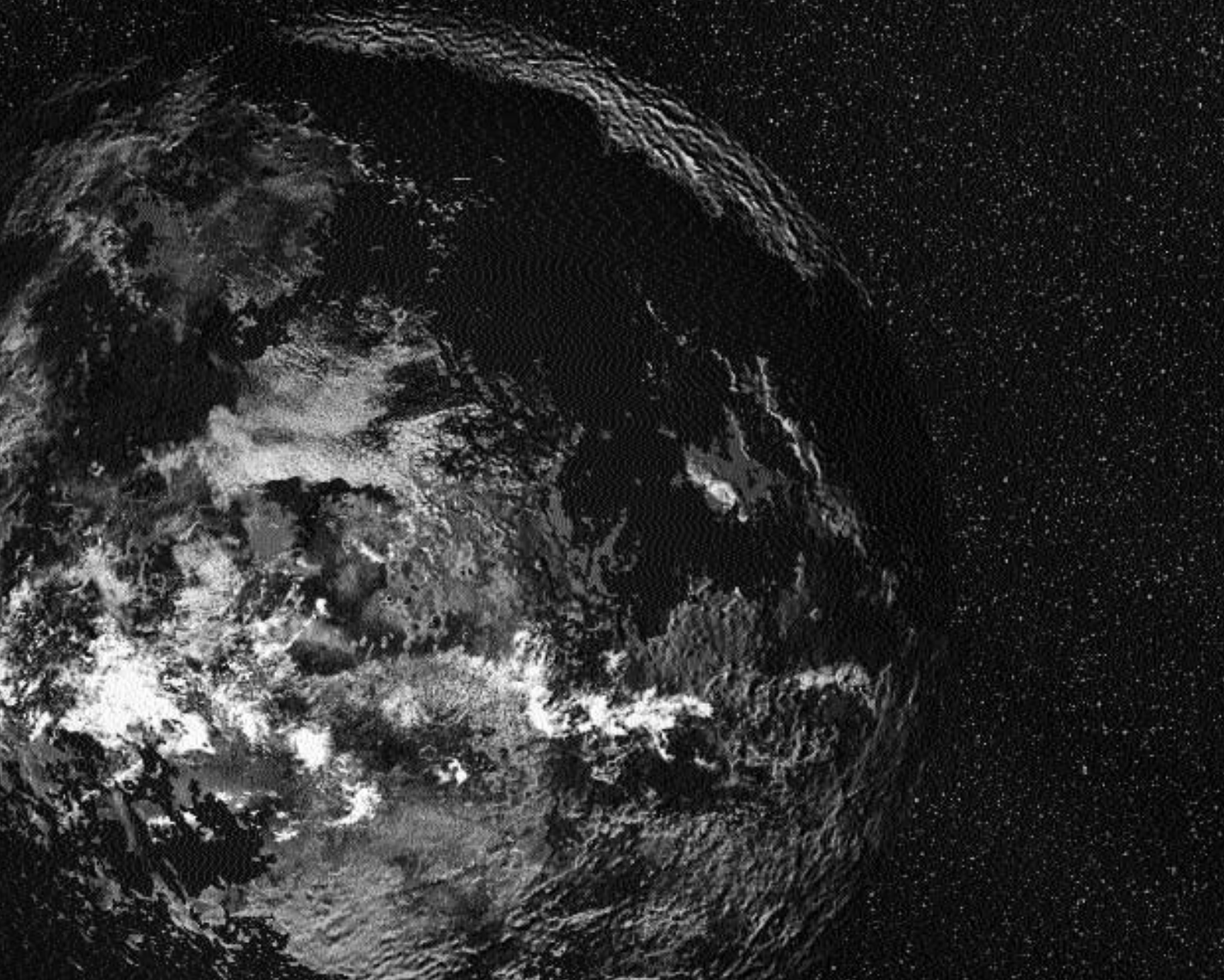
VIRIDIA-SOLARIS/LEVIATHAN BINARY SYSTEM

VIRIDIA

Type: Jungle World
Periastron: 149.6 million km
Radius: 6371 km
Orbital Period: 312 days
Population: 7.9 billion
Atmosphere: Humid/ Life Sustaining
Moons: Hecate, Baphomet

HECATE

Type: Moon/Historic Space Colonisation Centre
Perigee: 284,000 km
Radius: 1,738 km
Orbital Period: 31 days
Population: 2,013 Staff
Atmosphere: Sealed Bio-Domes



IRONGLASS

Type: Desert World
Periastron: 108.2 million km
Radius: 7,709 km
Orbital Period: 168 years
Population: 3.2 billion
Atmosphere: Arid/Life Sustaining
Moons: Vectis

BAPHOMET

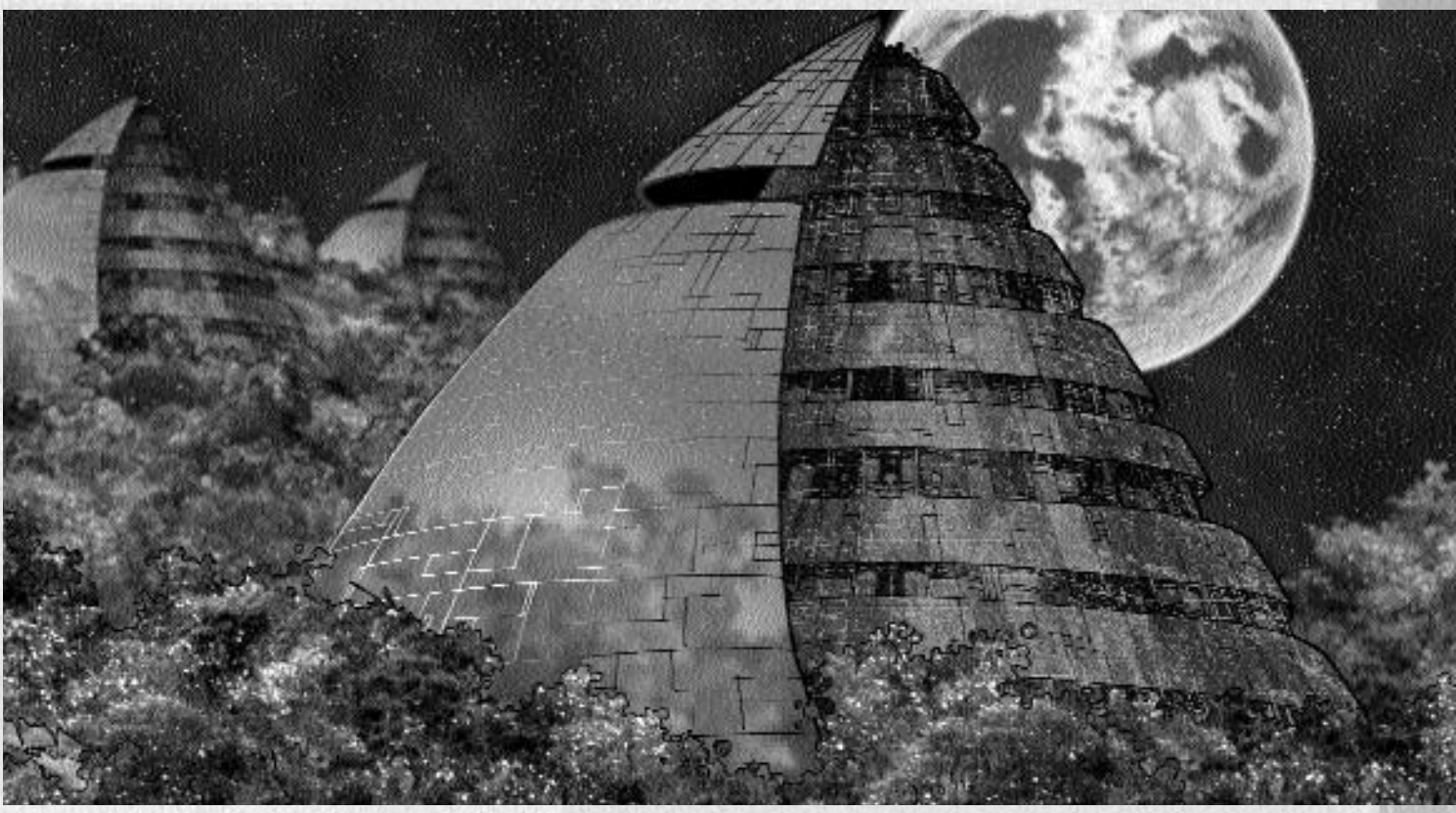
Type: Dead Moon
Perigee: 346,000 km
Radius: 773 km
Orbital Period: 52 days
Population: 0
Atmosphere: None

VIRIDIANS: ECO-WARRIORS

GENESIS

Viridia is the third planet from Viridia Solaris and is a rocky sphere, perceptibly flattened at the poles. It is made up of three distinct layers- a thin volcanic crust, a liquid rock mantle and a molten iron/nickel core. Viridia's crust consists of two tectonic plates, one covering the northern and one the southern hemisphere. Since the planet cooled and the crust formed these plates have crept apart, throwing up a line of volcanoes and high mountains around the equator. Over hundreds of millions of years they have forced back the oceans that once covered the whole planet. Now, as a result of this constant geological action, the only seas on Viridia are near the poles. Viridia gets its name from the wide belt of lush rainforest, which forms a virtually unbroken line around the planet's equator. The tropics give way to more temperate regions further out from the equator, and eventually the bleak ice deserts at the poles. There is an abundance of animal and plant life on Viridia, particularly in the tangled equatorial jungles where the largest organisms (apart from trees) are numerous species of giant saurians. Life even exists in the terrible cold of the polar seas and on the ice caps themselves, where fish and well-adapted mammals and birds eke out a marginal existence.

Human civilisation began on Viridia when the distant ancestors of the Tripartite Confederacy founded the cities of Karas, "the Golden", and Myrhin in the fertile Southern Valleys. Nowadays the planet is governed from its capital city, Karas, by a global corporate democracy known as the Viridian Assembly. All Viridian citizens are shareholders of the various corporations that form the Viridian Assembly, and they can use their influenc e to select or deselect which company directors sit on the Assembly's Board. It is this board of directors that make policy on Viridia and appoint representatives to VASA. Viridians are probably the most involved members of VASA and are certainly not averse to using their majority in the administration to further their own military-industrial complex. In the name of pluralism there are regular elections for the board of directors, though these only take place every five years. Under extraordinary circumstances it is possible for citizens to request



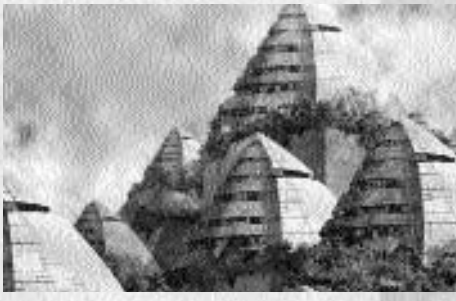
a vote of no confidence in board members if they feel that there are sufficient grounds for doing do so. Viridian colonies appoint their own governors using a simplified model of the same system. They operate under a devolved system of government, in which the colony is subject to core policies determined by the Viridian executive, though they can make their own policies to cope with local affairs. There are a few ethnic reservations and hill tribes in the wilder parts of the northern hemisphere that represent a throwback to pre-globalisation times on Viridia. They refuse to recognise the Viridian Assembly and live by ancient pastoral means. Viridia is immensely proud of these relics and despite their hostility to the corporate government, it preserves them as a sort of living anthropological treasure. Communications, logistics and agriculture drive the Viridian economy and account for the majority of its research and development spending. Although there is always plenty of cross-fertilisation of ideas between the core worlds of the Tripartite Confederacy through trade, espionage, and membership of VASA, each of the worlds excels in certain areas; and IT and trade are Viridia's strongest points. Because Viridia has such a fertile biosphere it has distinct advantages over Ironglass and Prime when it comes to farming and less of this world's financial reserve needs to be spent on trade or biotech solutions to feed its population. Traditionally Viridia has fostered the cutting edge of space travel, and the need for maintaining channels of communication that goes along with this has led to the Viridians developing many clever new technologies such as sub-ether carrier waves and quantum relay probes. Viridians invented the plasma drives that are still used on all spacecraft as the primary propulsion system (as well as for a variety of other energy needs) and they pioneered grav-shunting.

The Viridian military are on the whole well trained and equipped, which is true of Viridian garrisons throughout the galaxy. Each settlement is responsible for raising and maintaining its own security forces in accordance with Viridian Assembly directives, and providing the troops there with standardised equipment and training. Special forces are raised on colonies suitable for the work they are required to do, and can be conveyed to where they are required at a moment's notice. War is a politically sensitive matter where the Viridians are concerned though. In the wondrous hindsight following certain disastrous historical campaigns that it is not polite to mention to a Viridian, the Viridian Assembly is prepared to throw inordinate amounts of money at ensuring human casualties remain at a minimum when they go to battle. Consequently the Viridians are masters of long range logistics and fast, efficient battlefield support. Forces can usually be deployed or extracted quickly, and with the minimum of confusion.

KARAS THE GOLDEN

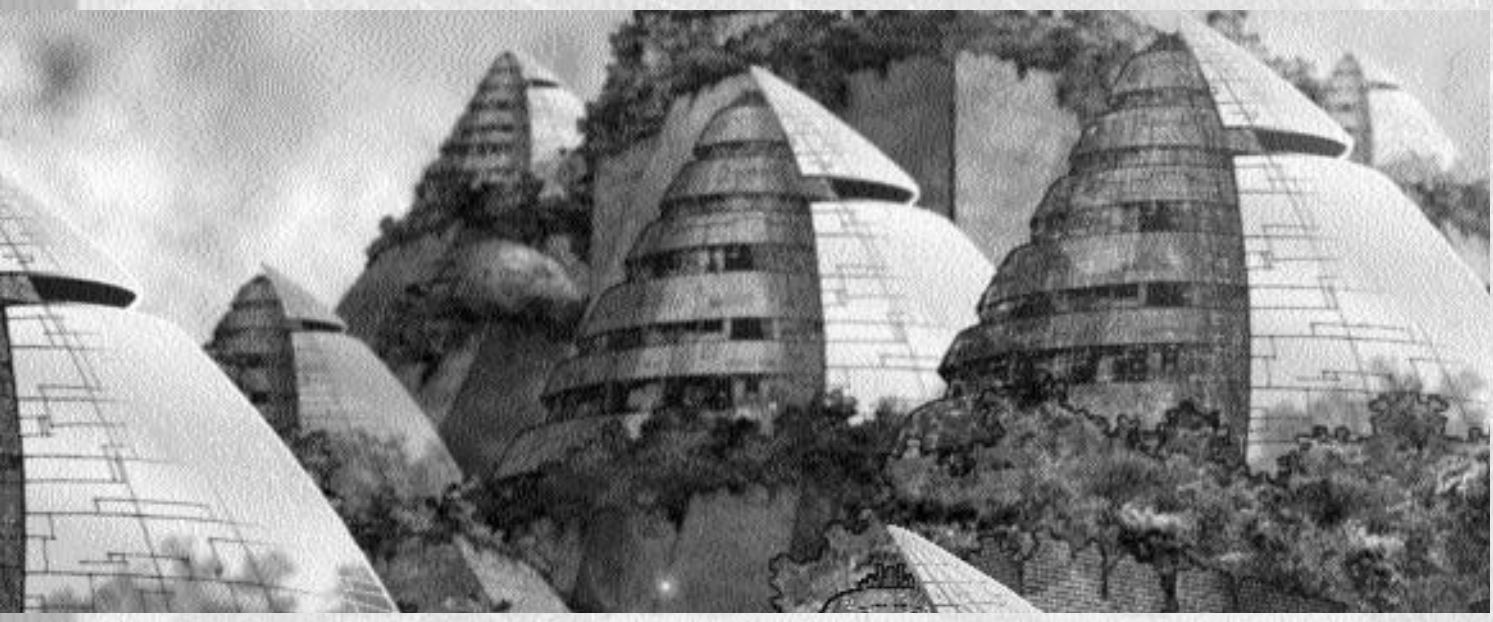
Karas the Golden, capital city of Viridia, has a long and eminent history, and humans have lived on the fertile site beyond the northern volcanic ridge since they first began clearing land to build rude mud huts. A similar civilisation grew up around Myrhin to the south. Eventually these two sites would become the central administration of rival superpowers, each ruling over an entire hemisphere of the planet. The Karas League and Myrhin Confederacy vied for the longest time to be the dominant industrial power on Viridia, occasionally even going to war with one another, but eventually the Karas League succeeded in bankrupting the Myrhin Confederacy with its space and arms races. It was a Pyrrhic victory though, for within three decades the environmental damage caused by this industrial one-upmanship caused 'The Great Melting'- a flood that covered most of the planet when Viridia's ice caps all but disappeared due to global warming.

Viridia could easily have degenerated into savagery following the floods, had it not been for a far-sighted experiment being carried



out in the jungles surrounding Karas. At the peak of the industrial era the Karas League began developing a new technology that would have a variety of applications, including colonising space and creating sealed ecosystems for carrying out field trials of biotech developments. This technology was the bio-dome, variants of which are now used all over the galaxy to colonise environments that won't sustain life. Viridian bio-domes come in many different sizes and are characterised by having clear, borosilicate canopies. These structures are incredibly resilient, yet very, very light. When the floodwaters began to rise, the great and the good of the Karas League created floating versions of the bio-domes and abandoned the cities for a life on the high seas. Air conditioning and weather control systems within a dome regulate the climate and plant life can be grown either hydroponically, or by more traditional methods where soil exists. Powerful computers manipulate the climate processors within the dome, creating different environments in different parts of the dome. Tropical fruits, for example, can be grown alongside temperate cereal crops. The ecosystem within the dome is known as a biome, and it is totally self-contained. As long as no pollutants or hostile, alien organisms are introduced to the biome it will exist indefinitely, allowing humans and the animals they bring with them to theoretically survive forever within a dome. Of course power is required to run such domes, and what is more it has to be clean power. Where possible natural energy is used for this, the favourite is solar power, but wind, wave and geo-thermal are also used. As a back up, or where such power sources don't exist, the Viridians have developed the T-Cell, or Tritium Fusion Cell as it's also known. T-Cells are batteries that turn water into 'heavy water', by converting the hydrogen atoms into tritium by a process of nuclear fusion. This reaction releases massive amounts of cheap, clean energy. Eventually of course the floodwaters receded and the floating bio-domes touched down on land. The old city structures were still there, and the descendants of the Karas League, who had preserved science and civilisation within the domes, decided to rebuild their once great capital-all thanks to the bio-domes. Nowadays on Viridia, and in most of its colonies, these domes are used for intensive farming, where rapid-growing GM crops like rice, wheat and soya can be grown on multiple levels of the dome for a more efficient use of space.

When the bio-domes finally touched terra firma again Viridia was a very different world to the verdant jungle paradise that their ancestors had ruined. Apart from the high equatorial plateau, which retained its former splendour and wildlife, most of the planet had turned into stagnant, melancholy salt marshes and dingy swamps-and it rained constantly. It was clear that it would take many more centuries of natural growth before Viridia recovered from 'The Great Melting'. It was during this period that the Viridians started to take the first tentative steps towards developing that other great colonisation technology, terraforming. At this time the Viridians didn't have the technology to process the atmosphere and alter the weather on a global scale, but they did have access to advanced biotech procedures within the labs aboard their bio-domes. Thus was born the science of probiotic terraforming, which allows a life-sustaining environment with a basic or limited ecosystem to be transformed into a thriving, diverse ecosystem by the introduction of resilient, rapidly growing GM plants. The upshot was that within twenty years, instead of many centuries, Viridia was once again the jungle planet. The abundance of new plant life had the bonus effect of stabilising the climate to pre-industrial levels.



Whilst the rebuilding of the environment was going on, many of the Viridians were anxious to return to stable systems of government and trade, in order to rise above the drudgery of day-to-day survival. During the period that the planet was flooded, each bio-dome was essentially an autonomous state supporting a few hundred people in contact with other domes via radio-links. These survivors were direct descendants of Viridia's governing elite, and education aboard the domes had taught them that historically they were the inheritors of Viridia. Generations of the proletariat had survived the floods too, and one of the first jobs for the dome dwellers when the floods receded was to bring them back into the political fold, where they'd be the natural working class. At first this was difficult, but in general the dome-dwellers were healthier, better armed, and had the promise of a better life for the other survivors if they fell in line. A new government was set up at the old site of Karas the Golden, which would be rebuilt as the new capital of a global state. At first this was an absolutist oligarchy, but as more settlements were built up and trade became the mainstay of Viridian life, the plutocratic political system ultimately replaced the old order. Nowadays the directors of the six most powerful corporations on Viridia, as determined by the leading shares of the Karas Stock Exchange, forms the Viridian Assembly, which sits in palatial apartments in Karas's Companies House.

To facilitate this trade-based system of government, particularly now that it's interplanetary, the Viridians have remained at the forefront of communications technology and transport logistics. Karas has a massive intelligence nexus called Strata, which integrates and monitors data from the stock exchanges; personal conversations, media viewing and product consumption habits; and military field transmissions. This allows the Viridian Assembly to plan its military, domestic and economic strategies across the galaxy in a holistic fashion, and any hiccups in the status quo can have a military, diplomatic or marketing response as appropriate. On the surface of Viridia a transport infrastructure of wide, shallow bayous and deep, narrow canals link Karas to other settlements. These waterways are travelled by T-Cell powered ground effect carriers; vehicles mounted on aquaplaning struts that range in size from personal transports to bulk cargo carriers, and are capable of reaching speeds of MACH 2. Air travel is by solar powered flying wings, which can transport people and cargoes over terrain impassable by the ground effect skimmers.

Karas was once called 'Golden' because it was clad in gold mined from the jungle's riverbanks and mountainous slopes, now it's called Golden because its solar panels gleam gold as they track Viridia Solaris across the sky. Some lessons at least have been learned.

VIRIDIAN JUNGLES

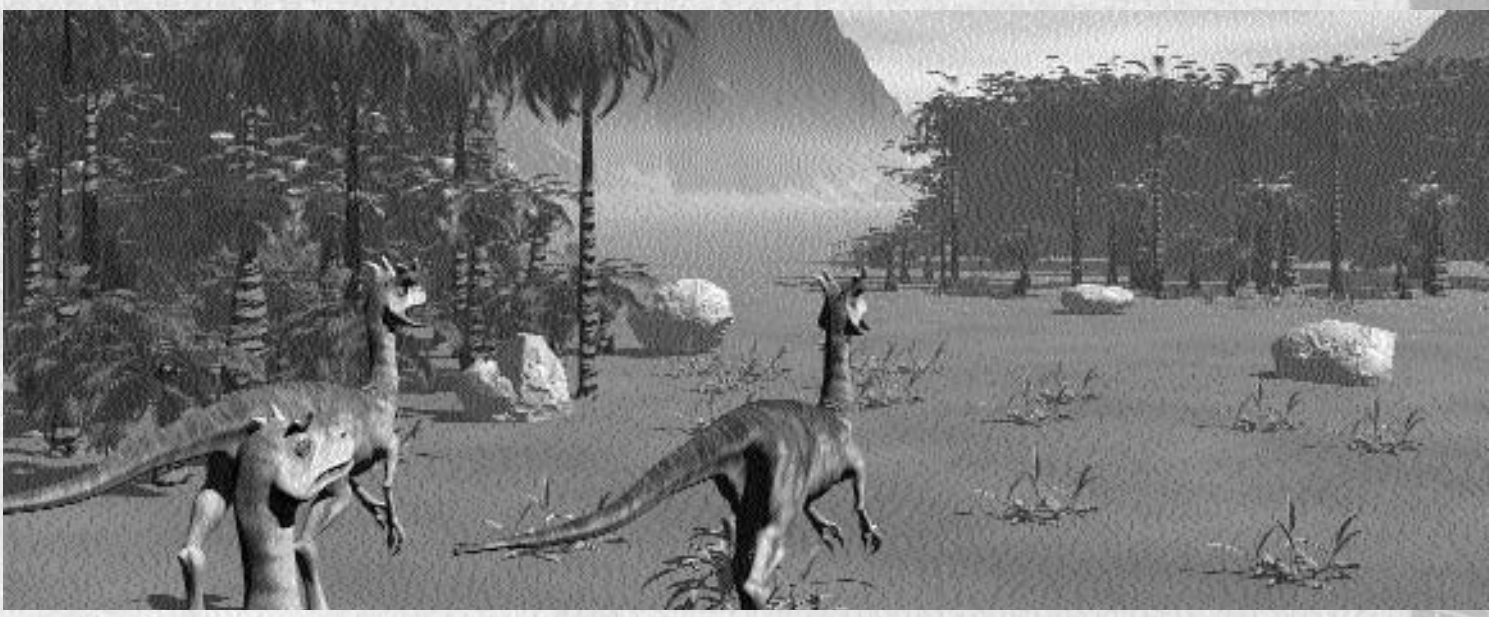
Viridia's landscape is arranged in three distinct bands of climate zones. At the poles of the planet there are ice caps and small, frigid oceans. In slightly wider bands to the north and south, contiguous with the polar regions, the cold gives way to temperate lowlands. By far the widest band of climate zone is the humid, sweltering rainforests that march north and south from the high, volcanic plateaux of the equator. The jungle characterises Viridia, indeed gives the planet, and by extension the whole star system its name. The climatic powerhouse of Viridia isn't located in the small, ineffectual oceans, as it is on most blue-green planets, but within this massive rainforest and the geo-thermal energy locked within the active volcanoes of the equator. Weather is generated in the cloud forests of the lower volcanic slopes where steam rising from the hot forest reaches the cool air above the canopy, setting up a convection current that sends weather systems out across the jungle.

The jungles are full of the hum of insects and the song of brightly coloured birds, as well as the scurrying, shuffling and varied tongues of the saurians. Wild mammals are curiously absent on Viridia, with the exception of some small insectivores and rodents, and seals and porpoises in the polar oceans. It was not always like this though and once there was a golden age of mammals on the green planet, with many wonderful and varied species ranging from tiny shrews to vast herbivores such as rhinos and elephants, as well as majestic and fierce predators like tigers and bears. The saurians were confined to the high and intermediate slopes of the equator during this time-relics of a bygone era, unable to compete with the infinitely more adaptable mammals. But one of these mammal species caused a catastrophe of global proportions, which wiped out most of their mammalian cousins. That mammal was of course man. In the distant past Viridian humans underwent an industrial revolution, which saw the more 'civilised' communities give up sustainable agrarian practises to embrace large scale manufacturing and agri-business. This revolution was powered by Viridia's seemingly limitless supplies of fossil fuels, and allowed the Viridians to create yet more powerful energy sources such as nuclear power. The magnificent technological era was taking an unseen toll on Viridia though, and as greenhouse emissions from fossil fuel driven technologies, particularly transport, piled up at the same time as vast areas of the forests were being cleared for agri-business, something had to give. In the end the ice caps, which were much larger at that time, melted almost completely in the space of half a century. Sea levels rose dramatically during this period, submerging vast tracts of the central continent and turning the already alarming trend in species' decline into a mass extinction event. All of the large, wild mammals disappeared, as did most of the domestic species. Humans during this time fared as well as their economic situation allowed, the richest and most powerful assured salvation through bio-dome technologies, whilst the rest 'sank or swam' according to their luck or resourcefulness.

It took centuries for the floods to recede, but when they did humans once again had the opportunity to develop technologies to advance the species. Though this time the descendants of those who'd caused 'The Great Melting', were determined that nothing like it should ever happen again. They had a new found, almost fanatical respect for nature, and instead of treating the natural world as a resource, the Viridians found technologies that allowed them to co-exist with the environment instead of exploiting it-and they still managed to make a profit from doing so.

Viridian jungles are no longer cut down to make way for the equivalent of what would have been cattle ranches in the past. There are no cattle anymore, but large, herbivorous saurians have been domesticated for human consumption. The natural environment of the creatures is the jungle, so farmers simply corral herds by stringing a perimeter of force wall generators between the trees. This has virtually no environmental impact, being a clean technology. Predators have no access to the animals, so no potentially damaging action need be taken against them. In concept this is similar to the deer parks owned by powerful, rich Viridians in the planet's distant past. Intensive farming takes place in the bio-domes, but the jungles play host to a secondary sustainable agribusiness called jungle harvesting, an ingenious technique involving crews of farmers entering the jungle upon the backs of massive, ponderous saurians. These creatures have great biomass processors attached to their backs and as the monsters browse, the farmers can use vacuum pumps to hoover up fruits, nuts, leaves and even shallow roots and tubers. Soil is filtered off and ejected back on to the ground by the processors, and the produce is sorted by size into various collecting caches on the flanks of the beast. Once a full load of about four or five tonnes has been collected, the beasts return to their ranches, where the produce is sorted in warehouses and distributed to the cities and spaceports.

Of course if there were any winners that managed to prosper from 'The Great Melting', then that would be the saurians. Before the ice caps disappeared saurians only existed in remote, hidden valleys of ancient forest on the equatorial highlands. Cut off from the mammals they could



live out their severely limited lives safe from competition that would overwhelm them. Then suddenly everything changed, and when the flood waters gave way and new forests sprang up in their wake, there was suddenly a whole world for the saurians to make their own-as it had once been before the coming of the mammals. Saurians come in many shapes and forms, but essentially they represent an intermediary stage between reptiles and birds. Like reptiles they have tough, scaly skins and an outwardly reptilian appearance. Internally though they are more like birds, having large, four chambered hearts that pump warm blood and light, yet incredibly strong, honeycombed bone structures. There are many more saurians in the post-flood world because Viridians scientists have genetically engineered new forms for their own purposes. Saurians range from small, ferocious cynoraptors that have been domesticated for the roles once occupied by hunting and attack dogs, to titanic, long-necked forest canopy browsers that are the largest animals ever to walk the surface of Viridia.

Other relics that have survived against the odds on Viridia are the ancient forest peoples, who took to the hills when the floodwaters came. The advanced global Viridian culture has a very fond regard for these people, and urban Viridians are often heard uttering proclamations along the lines of: 'We can learn so much from these people.' And: 'If only we had the wisdom of the tribesmen, then 'The Great Melting' would never have happened.' The Viridian Assembly has granted them reservations around the equator in recognition of the need to preserve this ancient heritage. In return the tribes people sadly shake their heads at the urban Viridians, who still pursue industry and wealth with an obsessive passion. 'They may have cleaned up their machines,' say the tribal elders, 'but their souls remain as polluted as ever.'

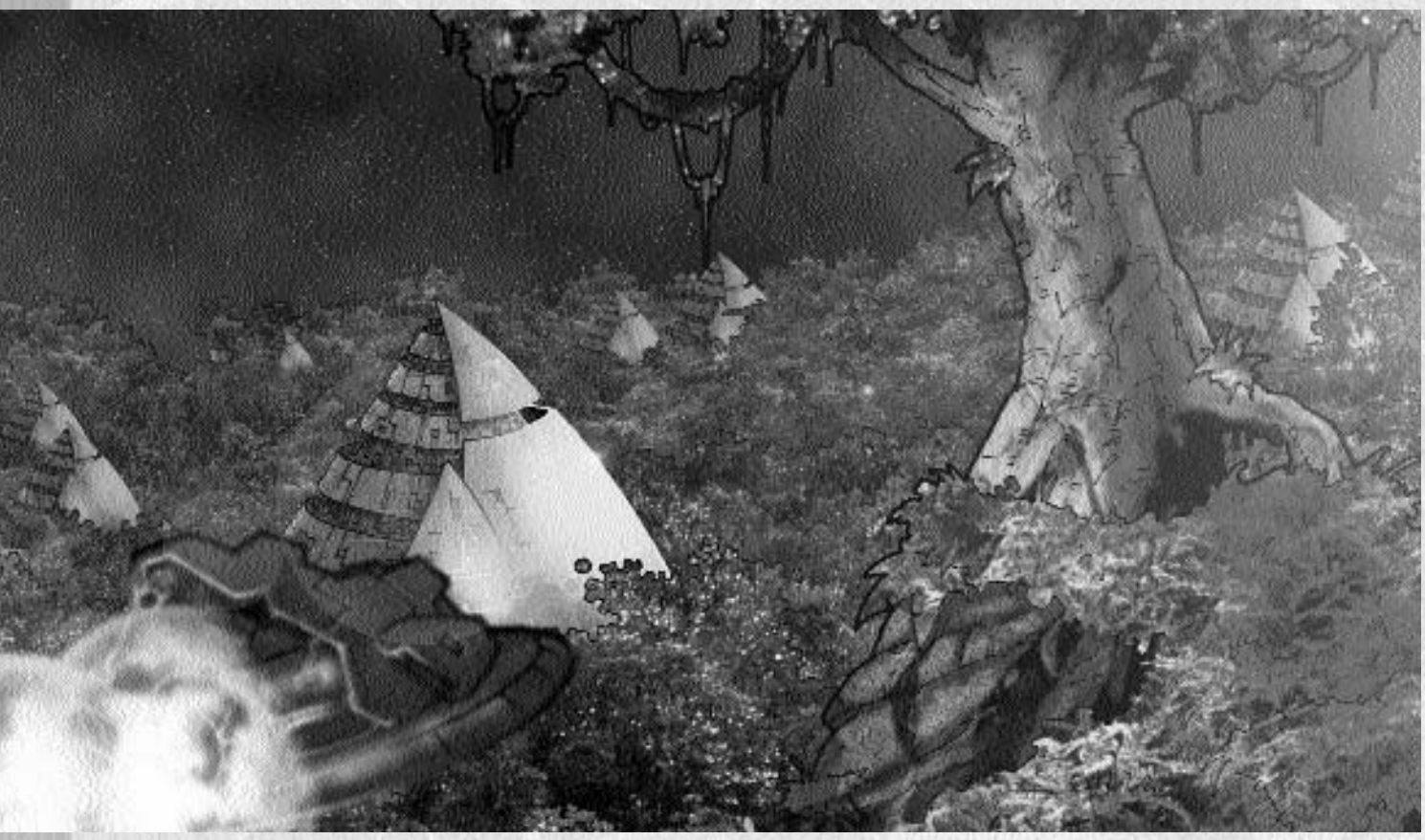
...Jungle Rendezvous

A small strike team from the 11th Fighting Tigers Jungle Assault Company was recently dropped on Liana 3 at the request of the Viridian Assembly in the sector. They were to rendezvous at a designated base with Jungle Commandoes from the 101st Black Jaguars and participate in a mission, details of which would be explained at the rendezvous point. Pteraraptor Sergeant Miguel Domingo had an illegal, encrypted one-way data feed through Strata in order to keep an uncensored journal. He apparently wanted his family to know if anything happened to him. Here are extracts of his account…

...Day 1

Well, they dropped us off on Liana 3 this morning, and then took off again. That was the last we'd see of the VSS Capacocha. Next time we dusted off it would be with the Black Jaguars fleet, and in between now and then we had a three-day slog through heavy jungle to get to the rendezvous point. Then we'll have to do whatever mission those Secret Services spooks have in mind for us. I hate these grey ops.

Liana 3 has no areas of different terrain, just endless clicks of nasty, humid swamp and virgin rain forest. It was only recently discovered in a system hidden by a magnetic anomaly, so the colonists haven't moved in yet. I've gotta say though, I have a bad feeling about this one. I don't like the feel of this place, and the saurians don't seem too thrilled to be here either.



VIRIDIAN COLONIES

Trade in agricultural produce has always been the bedrock of the Viridian galactic economy, so it is no wonder that so many of their colonies are situated on lush, fertile worlds with mature eco-systems and an abundance of animal and plant life. More often than not the climates of these worlds will be predominantly tropical, though this isn't always the case and other climates can be suitable for other types of crops or livestock. So, Viridians also colonise temperate worlds, ocean worlds (particularly those with cold currents), and pretty much anywhere else that they can turn a healthy profit. As well as agriculture, Viridia also has a historical foothold in the transport, communications and arms industries, as well as a thriving market for luxury goods and their choice of colonies can reflect this.

Because Viridian society is organised on a corporate model it is corporations that usually identify new worlds for colonisation. Once a suitable world has been identified system data is sent back to the Viridian Assembly and the world or worlds will be put out to tender. Once this happens corporations can put in bids to develop the colony for their business-often the new colony will require terraforming, or genetic engineering of indigenous life, as part of the settling process. The corporation that first discovered the world usually has a good chance of winning the tender, though more often than not they will have to share the colony with other Viridian corporations, who can contribute to the overall economy by setting up their own operations there too. In rare cases a particular corporation will run a whole world, but Viridian anti-trust laws prevent this on the whole. What can happen though is that particularly powerful corporate lobbies, often business partners or associates of the Viridian Assembly, dominate the colonisation programs of Viridia.

Viridians have also been known to acquire established colonies by trading power, taking over small independents by a process of economic change as they set up minor operations on these worlds, quickly dominating their markets, and ultimately their governments. VASA on the whole keeps out of Viridian colonisation affairs, but does have certain emergency powers to ensure that the settlement programs are fair, and that the agendas of one particular corporation do not overwhelm Viridian democracy. These are invoked far less often than small independent colonies absorbed as a result of Viridian trading power would like to see though.

Viridia also maintains a number of non-commercial colonies for use by the military and Viridia's secret services. These are usually secure outposts where fleets or comms stations belonging to the Viridian Assembly are located.

Nifilheim is a small ice world located in the Freyr system, near Viridia/Solaris. As well as being home to the renowned Fenrir's Assault Marines regiment, Nifilheim was one of the first worlds colonised in the wake of grav-shunting

technology, due to its proximity to a dense and stable gravitic anomaly called Thunor. Nifilheim is the second planet out from the fading main sequence star Freyr, which is entering its final phase of life. Nifilheim was once a hothouse ocean world, with warm seas covering most of the surface, but the cooling of the star has caused temperatures to drop and ice sheets have marched over the surface. Life has continued to prosper there though, even following the mass extinction event brought about by the irreversible ice age. Beneath the transparent ice photosynthetic plankton and algae form the abundant base of a thriving food chain which extends all the way up to massive, cold adapted predators that roam the bleak surface, and titanic filter feeders that cruise beneath the ice.

Viridia settled Nifilheim as a fisheries colony to provide marine delicacies for the eager home markets. Although Nifilheim continues to serve in this role, its commercial activities were scaled down shortly after VASA became a separate body. Viridia has always had the best relationship with the administration of any Tripartite power, and when VASA requested the use of ice worlds for training troops that would be stationed around their ice world facilities, the Viridians offered up Nifilheim for this purpose. Because Nifilheim belonged to Viridia, the Viridians insisted that they should have a military presence there too, and to this day both VASA and Viridia use the planet for ice world survival training.

Nifilheim now acts as a permanent base for the near legendary Fenrir's Assault Marines and their associated fleets. Like many Viridian outfits garrisoned in a hostile or marginal climate, Fenrir's Assault Marines have adopted their own customs and culture-'going native' as they refer to it in basic training. They wear their hair long and often in braids, and the men let their beards grow out. Fenrir was the name of the first commanding officer of the assault marines company stationed there, and the regiment has adopted this name. Nowadays the officer in charge of the first company gives up their name upon assignment and becomes known as Fenrir. According to popular rumour this individual must slay an ice bear in unarmed combat and wear its skin, to earn the right of command. Although they certainly wear a skin, it's difficult to see the Viridian Assembly tolerating such flagrant disregard for the eco-system. Still…

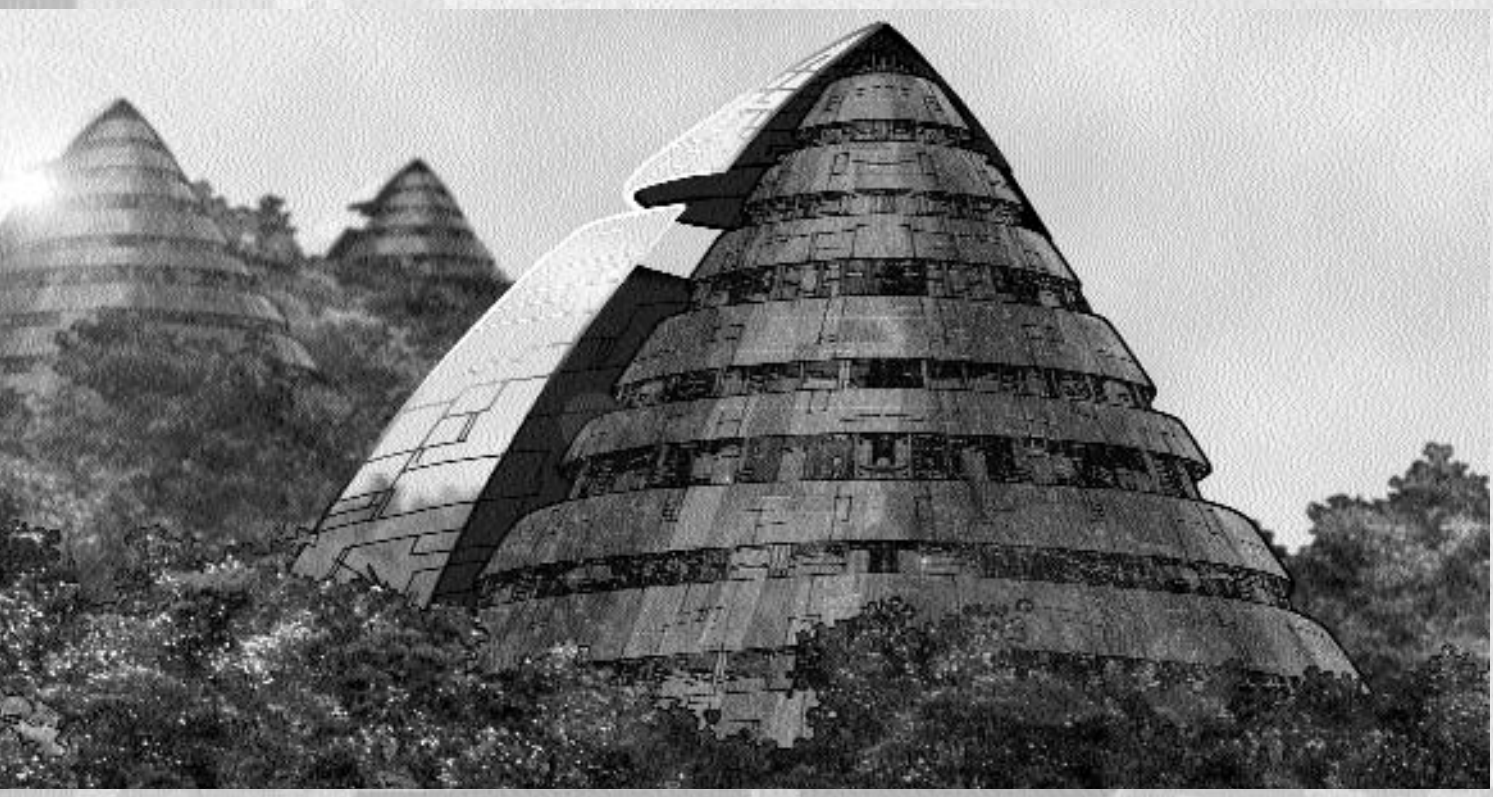
NIFILHEIM

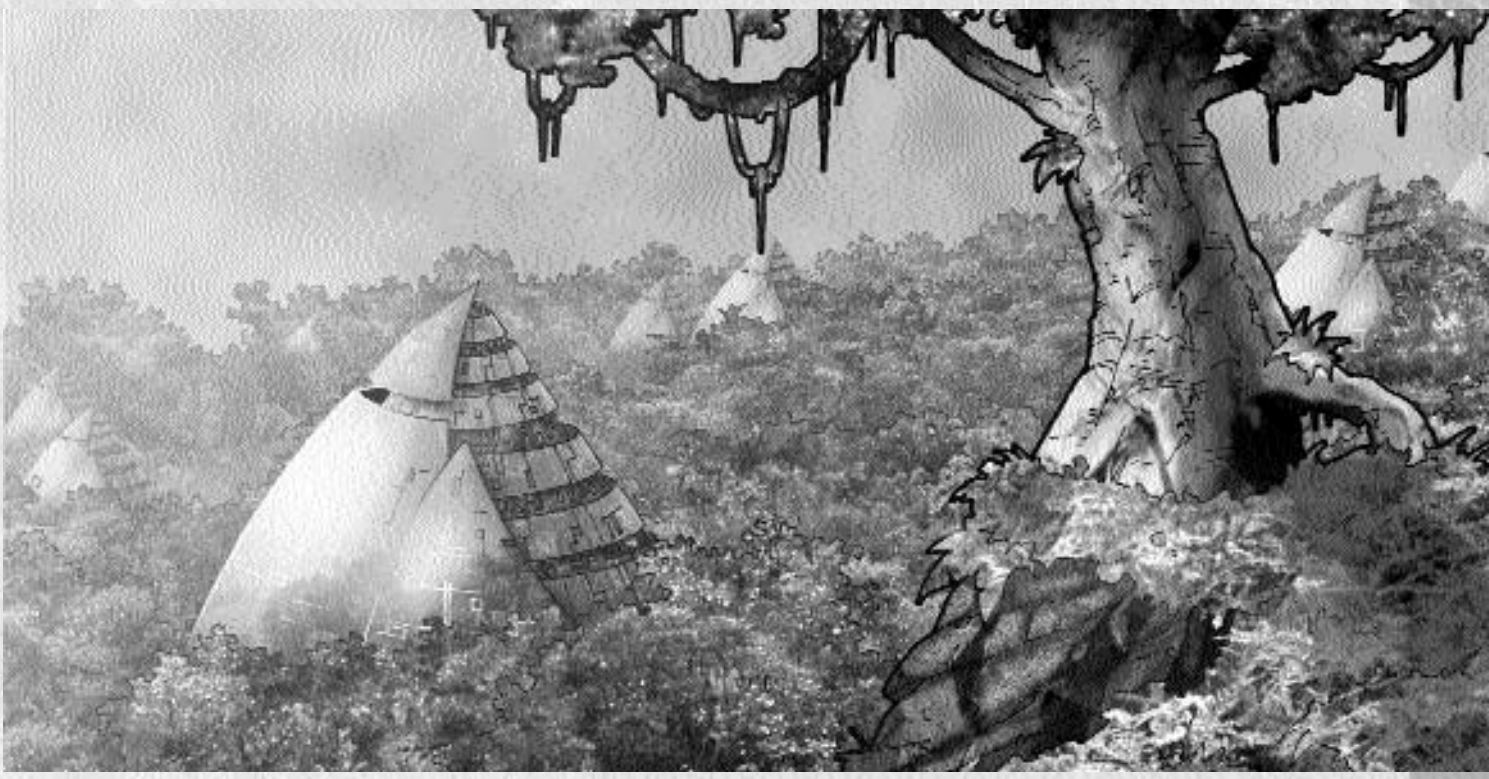
Fenrir 'The Ice Duke'

SOLAR CITIES

Karas the Golden was the first of the solar cities and provided the architectural model for rebuilding Viridia after the 'Great Melting'. Once urban life began settling down again the Viridians had to develop energy solutions based on the technology they'd used during their time on the bio-domes. Solar power was the obvious choice and they decided conical buildings would best utilise this source. Great, mobile, curved sheets of a photosensitive titanium-borosilicate alloy panel about half the surface area of each of these buildings, tracking Viridia Solaris across the sky to store more than enough energy for each city's needs. As if that weren't enough hydropower and wind farms on the outskirts of the cities supplement the solar energy. The shapes of these buildings are reminiscent of certain, very ancient architecture found deep in the Viridian jungles. Ziggurats and pyramids were built by ancient civilisations to bring them closer to their sun, and the modern Viridians consciously echo this worship with their conical structures.

The individual buildings are massive, and a particular corporation usually owns each one. Within the building, called an archology, everything is owned and run by that corporation and all the citizens living there are employees of that corporation. The corporation provides health, leisure, security, and education…everything really. Factories, laboratories and offices are located in the archology too, or if the business of the owners is agriculture then the company provides workers with transport to the rural bio-domes.





Of course agribusiness is the mainstay of the Viridian economy, and the other Homeworlds import Viridian food as a luxury item, it being regarded as superior in quality and taste. Viridians massively overproduce food wherever they are, harvesting far more than the populations of their settlements can possibly consume. The bulk of this goes for export, forming the base of the Viridian galactic economy, but even then massive amounts are simply trashed-recycled into fertilisers, textiles, construction materials, etc.

The Viridians use a lot of biotech in their agricultural and military industries, from designing higher yield, faster growing crops to modifying saurians for different combat roles. They stop short of direct genetic engineering of humans, that being a Syntha practise abhorred by the Viridians. However, they have no qualms about engineering their food to promote their own health, creating crops that contain vaccines for human diseases, increased doses of vitamins and essential amino acids, and so forth. This makes the Viridians and anyone who can afford to consume their produce hale and healthy people.

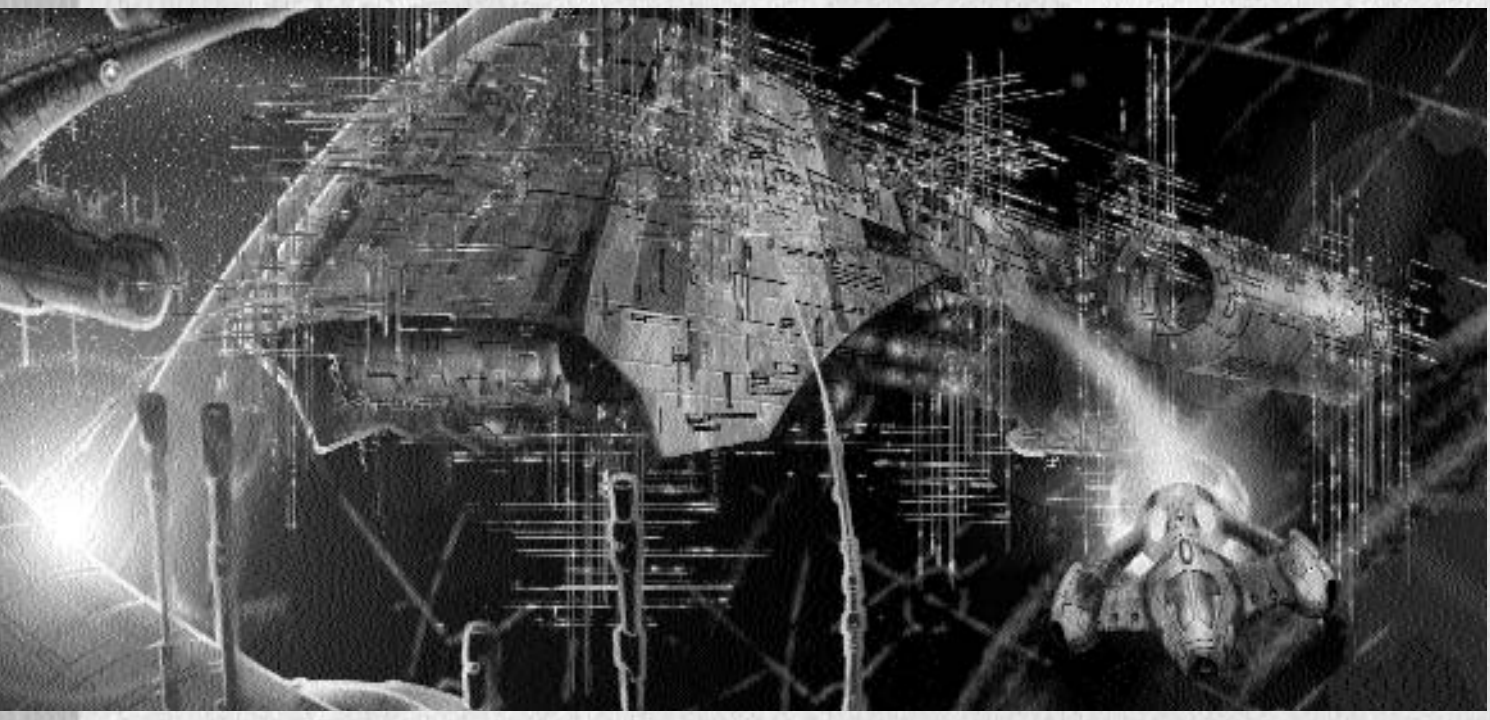
...Day 2

We spotted smoke coming out of the jungle when we went up on the Pteraraptors this morning. The Cap sent us forward to recce it, and sure enough the snafu principle was kicking in already. The Jaguars' camp had been trashed. Whoever's ass we'd came here to kick had decided to get their boot in first. We were ordered back without going down, in case there were still hostiles in the area. It'd be tomorrow before the ground element could reach the camp, but that was the plan anyway. I've noticed something now that has been bugging me for a while. There's no big animal noises in this jungle-plenty of insects, but no birds, mammals, reptiles and whatever. There's supposed to be an advanced ecosystem here, with all of those sorts of things present. That's always a bad sign.

Viridia is the planet where it all started for humanity's drive to colonise the stars, and prior to 'The Great Melting' the Karas League and Myhrin Confederacy were both engaged in space exploration programs to send fossil fuel powered rockets into space. Of course such wasteful and environmentally damaging vessels as the old rockets would be unthinkable, indeed criminal, to the modern Viridians. Yes, things have moved on somewhat since those early, experimental days. Nowadays most Viridian colonies are orbited by geo-synchronous hangers and shipyards, where starships are constructed in space. These shipyards are effectively orbital archologies, just like the buildings of solar cities. And in common with the archologies many citizens are born and die aboard them without ever leaving the shipyard.

The shipyards are responsible for the construction of hulls and superstructures, and are equipped with on-site plasma furnaces where the light, super tough and heat resistant alloys that go into all Viridian ships are created and drawn into flat sheets or rods. Ships take shape in the vacuum outside the shipyard, initially attached to docking points on the yard's exterior. As the vessel grows and takes shape, its engines are attached and it is cast off from the yard, to free up space for the next job. It trails along after the shipyard, being finished off by construction crews in small transports. Delicate electrical components and sensory equipment for communications, life-support, etc is created off-site in clean environments by specialist sub-contractors. These parts are then shipped in by secure cargo vehicles and can be added once the hull is complete. By the time this is done, the ship is more or less complete and the final touches can be added, such as furnishings, labs, weapon-systems, xasers or whatever.

Long gone are the days of fossil fuels and the engine of choice used all across the galaxy by pretty much all peoples is the plasma fusion drive, developed by the Viridians as an extension of T-Cell technology. Basically this engine is a matter to energy converter that can use anything as a fuel, making it not only a very cheap and versatile engine, but also the ultimate in recycling. Matter in the fuel chamber is heated and compressed by an EM pressuriser unit causing a nuclear fusion reaction within the fuel, converting it to plasma. As well as providing thrust, this plasma is also used to power all of the ship's major energy requirements.



VIRIDIAN SHIPBUILDING

THE VIRIDIAN FLEET

The military fleets of Viridia, although not the largest or most powerful of the Homeworlds' (that accolade clearly going to VASA), are rightly respected by foes. Private arms and military vehicle manufacturers such as Lockstar Optics and Martin Astronautic Engineering Company compete for lucrative tenders from the Viridian Assembly to build and supply the fleets with arms, armour systems etc. Each fleet is designed to be multi-role and is built around the mighty dreadnoughts, the largest and most formidable battleships in the Viridian fleet. Flotillas of smaller ships with specialist roles such as assault, bombing, interdiction and so on accompany dreadnoughts in battle. The Viridian's excellence in the fields of communication and logistics makes these fleets highly manoeuvrable in combat, and they can be rapidly scrambled and deployed to respond to threats.

The dreadnoughts themselves are multi-role vessels, all of similar size and design. They represent the ultimate honing of a traditionally Viridian all-purpose approach to designing heavy battleships. In addition to having excellent manoeuvrability for craft of their size, they boast impressive weapons and armour systems. Standard armaments include Lockstar 50 gigawatt turbo lasers and Viridian Amalgamated Magnetics heavy gauss cannons. The turbo lasers are primary weapons that fire a white-hot continuous photon beam capable of lancing through most armour systems, and are used to engage orbital fortifications and other battleships at long range. These weapons are too cumbersome to use up close or against manoeuvrable, light craft, so the dreadnoughts bristle with heavy gauss cannon pods, rapid firing quad rails guns operated by a single gunner. The dreadnoughts are also the main troop carriers of the Viridian fleet and each one is equipped with a grav-drive and can carry a full company of marines, complete with saurian support teams. Shielding is heaviest towards the front of the dreadnoughts and they rely on keeping their snout towards the enemy. This is to protect the plasma fusion drives located way back on extended stern sections. This is because damage to the drive can result in a core explosion within the engines capable of destroying the whole ship.

Viridian Dreadnoughts are always attached to particular companies of ground forces, and as such they will share the company's name. These names tend to be styled after predatory mammals, creatures that have passed in Viridian legend, such as the VSS 109th Adamantine Bear and the VSS 22nd Red Tiger and they can acquire great renown amongst the Viridians, who love their heroics. Examples of famous battle exploits include the VSS 11th White Sabretooth single-handedly fighting off four Koralon reef ships after an ambush destroyed the escort ships around the dreadnought. There was also the VSS 19th Blue Starwolf, which held off a fleet of Junker pirates until reinforcements arrived. Another notable example is the VSS 132nd Sun Jaguar, which distinguished itself in a campaign against the Syntha as a blockade-runner, delivering the 132nd Sun Jaguars assault force to Kulthus 9, where they relieved Viridian freedom fighters from the tyranny of the technocrats.

Commando Flame thrower

VIRIDIAN ARMED FORCES

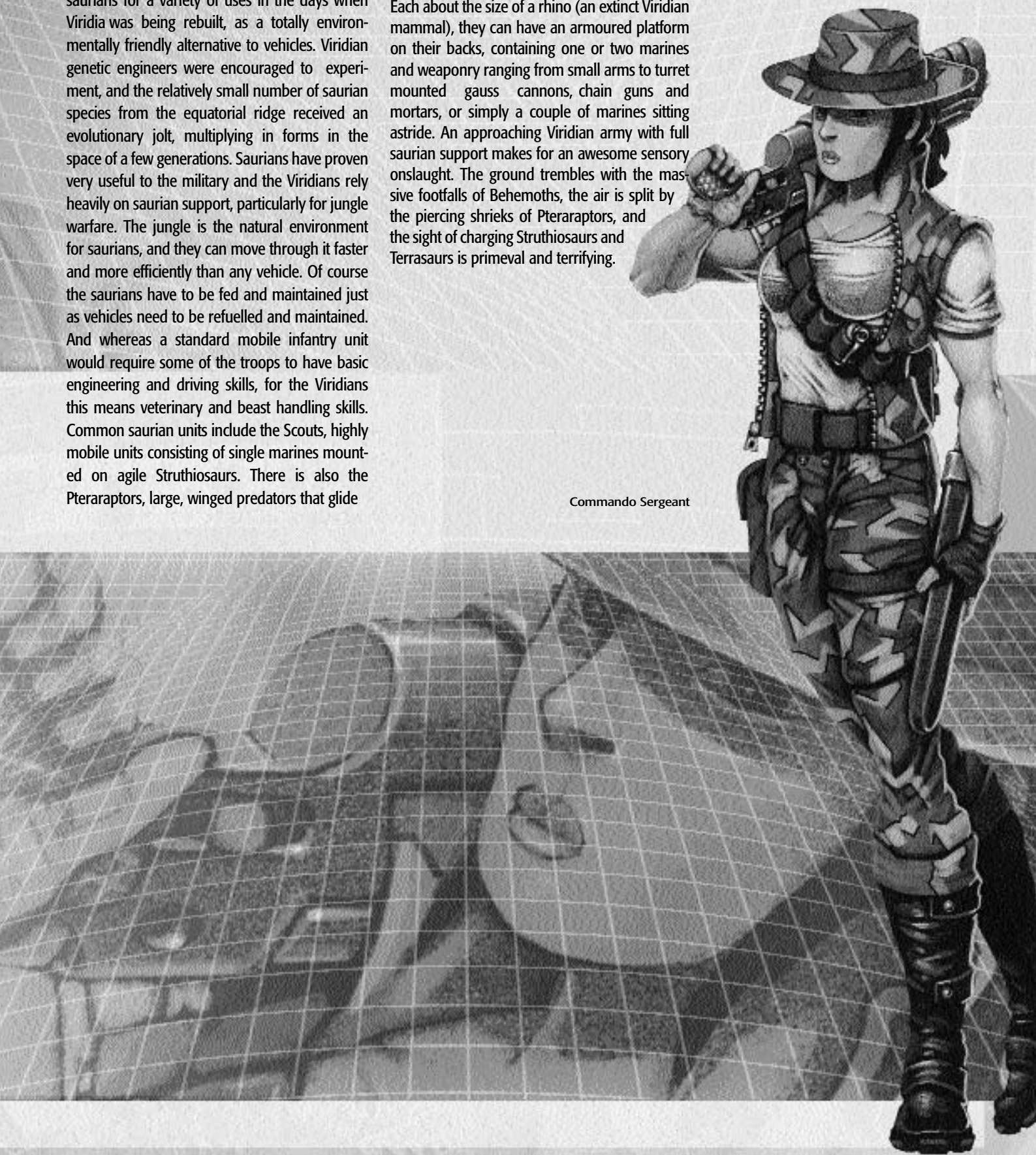
Viridians are famous for their all-purpose approach to warfare and historically their marine units have provided the model for the basic rifleman all across the galaxy. However, in common with other armies, this all-rounder is capable of specialisation as his or her career advances. For Viridians the terrain of the Homeworld and the manner in which they terraform has informed the training and tactics of specialist units, and the emphasis is very much on jungle warfare and survival. In basic training all Viridian marines undergo a fortnight of intensive jungle survival and combat training. This is the most gruelling and dangerous part of basic training, but a significant number of those marines that pass muster will go on to take further jungle training and join a jungle commando squad. These troops are similar to the marines, but are extremely well trained and equipped for jungle warfare.

The largest permanent units within the Viridian army are its regiments. A regiment is commanded by a colonel and comprises several companies. Each company consists of somewhere between five hundred and six hundred troops and for the most part is made up of all-round squads. These squads; also called platoons by the Viridians, are generally a combination of basic and jungle commando squads along with their support. Standard companies also contain a broad mix of saurian units, and elite squads such as assault marines and interdict marines. There are also companies formed with an emphasis on dealing with particular situations, such as aerial assault companies containing drop troopers and marines mounted on pteraraptors, or heavy companies containing additional support weapon teams and saurian artillery, or rapid strike forces consisting of scouts and Jaguar strike craft.

Each company from the regiment will take tours of duty around the galaxy, reinforcing Viridian security where necessary, and if it is their lot entering theatres of war. A tour of duty can last anywhere from three months to two years, usually determined by how gruelling and psychologically taxing the tour is likely to be. The Viridians are very sensitive about the welfare of their troops, and take issues like battle fatigue and shell shock seriously. They are eager to ensure soldiers aren't overexposed to the horrors of war, so the tour of duty system is designed to alleviate such stresses. When a major military response is required, the Viridians form battalions to deal with it based on intelligence regarding the situation, and whichever companies are available at the time. A battalion is a body of troops made up of any number of companies, which thanks to Viridian logistics and communications can be assembled with astonishing rapidity. Dreadnoughts and transport cruisers will quickly get companies to the war

zone. There a general or similar high-ranking officer will be assigned a mission by Viridian High Command, and will be responsible for drawing companies up into battalions and assigning tasks to them.

The Viridians have an unusual approach to mobile support, which comes in the form of its saurian units. The Viridians adopted saurians for a variety of uses in the days when Viridia was being rebuilt, as a totally environmentally friendly alternative to vehicles. Viridian genetic engineers were encouraged to experiment, and the relatively small number of saurian species from the equatorial ridge received an evolutionary jolt, multiplying in forms in the space of a few generations. Saurians have proven very useful to the military and the Viridians rely heavily on saurian support, particularly for jungle warfare. The jungle is the natural environment for saurians, and they can move through it faster and more efficiently than any vehicle. Of course the saurians have to be fed and maintained just as vehicles need to be refuelled and maintained. And whereas a standard mobile infantry unit would require some of the troops to have basic engineering and driving skills, for the Viridians this means veterinary and beast handling skills. Common saurian units include the Scouts, highly mobile units consisting of single marines mounted on agile Struthiosaurs. There is also the Pteraraptors, large, winged predators that glide on the thermals above humid rain forests-these creatures have been trained to carry a single marine and make excellent recon units for armies advancing through dense terrain. Behemoth assault tanks are massive monsters used as mobile battle platforms to deploy a variety of heavy ordnance, such as the howitzer barrage cannon, in support of infantry units. The all-round saurian units are Terrasaur light tanks. Each about the size of a rhino (an extinct Viridian mammal), they can have an armoured platform on their backs, containing one or two marines and weaponry ranging from small arms to turret mounted gauss cannons, chain guns and mortars, or simply a couple of marines sitting astride. An approaching Viridian army with full saurian support makes for an awesome sensory onslaught. The ground trembles with the massive footfalls of Behemoths, the air is split by the piercing shrieks of Pteraraptors, and the sight of charging Struthiosaurs and Terrasaurs is primeval and terrifying.



Commando Sergeant

Strike Commando

VIRIDIAN ARMY LIST

The following section contains information to help you build a force roster and play a game of Void 1.1 using a Viridian army. Within this section is a full army list of Viridian forces featuring stats and equipment for your units, an armoury and detailed background notes on the combat role and tactics of units to help you decide on the composition of your army. For the rules on how to build any army for Void 1.1, including Viridian armies, see page 32 of the Void 1.1 rulebook.

It's important to note that the army list presented here represents a definitive Viridian force:

If you've already got models for the more generic army lists that appear in Void 1.1 and they don't appear in this list–no one is stopping from and playing with those models!

Units that have appeared in the past and have a new profile here are updated units, and you should use the new profiles in your games

Finally, if u're playing or organising tournament games, force composition is entirely a matter for the organisers and you should respect their decisions in this matter. i-Kore does not have an official policy on army composition, other than that you're free to work these things out between yourselves.

When you make a Viridian army you and your opponent(s) should decide on a points limit for your battle before sitting down to choose forces. See page 20 of the Void 1.1 rulebook for some hints on point's limits. Think about what sort of battle you and your opponent(s) are about to fight and how you've planned the way the battle will go, and then decide which forces would be allocated to such a task. So for example, Junker scavengers may be raiding a planet within a Viridian system for natural resources and you will need to ambush them and drive them from the planet. In this sort of case you might have a large contingent of Commandos racing through a jungle to intercept the invaders with a unit of Strike Commandos or Interdict Marines already dropped in behind enemy lines with reinforcements in the shape of Terrasaurs and Assault Marines arriving later in the battle. Or you may decide to field an army composed entirely of saurian units such as Terrasaurs, Behemoths, Commando Scouts and Pteraraptors all closing in on the enemy and looking for a feast. It's up to you.

Marine Support Battery

MARINES

When Viridian soldiers pass out of boot camp they are allocated to either a Marine or a Commando unit, depending on their combat rating. Viridian marines have provided the model for the basic infantryman all across the galaxy. They provide a solid core to any force and are able to lay down a withering hail of fire, supporting the more specialised elements of the army. The Viridian Assembly provide their tithe of soldiers from the ranks of the Marines as required by the Treaty of Vacillus. After being inducted in V.A.S.A's Colonial Marines and surviving the gruelling training the Marines have no loyalty to Viridia and are tend to be better all round warriors.

AS	SH	ST	T	W	CD	SZ	MV
3	4	4	4	1	4	2	4

Structure: Squad
Unit Size: 4-10
You may include a maximum of 1 Support model for every 3 other models.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Marine	Gauss Rifle, Combat Blades	4-10	17
Chain Gunner	Chain Gun,	0-1	21(s)
Rocket Launcher	Rocket Launcher	0-2	36(s)
Grenade Launcher	Grenade Launcher	0-2	28(s)
Sniper	Sniper Rifle	0-1	27(s)
Sergeant	Gauss Rifle Combat Blade	0-1	18

Special Rules
Rocket Launcher: Tactical Awareness
Grenade Launcher: Tactical Awareness
Sniper: Sniper, Marksman
Sergeant: Tactical Awareness, High Morale (+1)

MARINE SUPPORT BATTERY

War is a politically sensitive area for the Viridian Assembly and they have no reservations about spending huge sums of money ensuring that their military have nothing but the best equipment available. The Viridian Armed Forces are masters of long range logistics and as such always field large amounts of support weapons, especially the Mortar and Mounted Chain Gun. Able to annihilate the enemy from extreme ranges they can usually rout exposed units before they can retaliate.

AS	SH	ST	T	W	CD	SZ	MV
3	4	4	4	1	4	2	4

Structure: Squad
Unit Size: 2-4

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Mortar Crew(3)	Mortar Combat Blade	2-4	48
Chain Gun Crew(3)	Mounted Chain Gun, Combat Blade	2-4	40

Special Rules
Tactical Awareness, Mounted Weapon Team
The whole support team must maintain unit coherency.

COMMANDOS

Never to be outdone, the Viridian Assembly decided to create a standard fighting force with the capability to infiltrate enemy positions on a large scale and cause maximum damage before disappearing back into the local flora, after a few attempts the Commandos were born. Cadets with a high combat rating are inducted into the Commando units upon completion of their basic training; they then receive additional training over and above that of the Marines. Commando units are deployed on every battlefield across the galaxy where their ability to close with the enemy unseen is used to great effect. A Commando combat unit can ambush enemy patrols and eradicate them with Flamethrowers and Chain Guns without any forewarning, this makes them an invaluable asset to the Viridian Assembly.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Squad
Unit Size: 4-10
You may include a maximum of 1 Support model for every 3 other models.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Commando	Gauss Rifle, Combat Blade	4-10	18
Chain Gunner	Chain Gun, Combat Blade	0-2	22(s)
Flame Thrower	Flame Thrower, Combat Blade	0-2	30(s)
Sergeant	Gauss Rifle, Combat Blade	0-1	21

Special Rules
All: Rough Terrain Specialist: Jungle / Forest, Infiltrate, Prone
Sergeant: Tactical Awareness, High Morale (+1)
You may choose to equip all members of a Viridian Commando unit with Assault Grenades at a cost of 14 points per model. You must equip either all of a unit, or none.

Marine Chain Gunner

Marine Sergeant

Marine Trooper

Marine Rocket Launcher

Marine Sniper

Commando Sergeant

Commando Scout

Commando Scout

Commando Scout

COMMANDO SUPPORT TEAM

During the early days of the Commando program there was a problem trying to extract combat units from enemy held territory, the lack of long range firepower carried by the Commandos left them vulnerable to enemy support elements. To counter this specialist Command units were deployed with Mortars and Mounted Chain Guns to provide covering fire during the extractions. With the nature of such missions it was deemed that a three-man team was too large so additional funds were allocated to the program to further train the Commandos to operate in teams of two. The new format allows for the team to support friendly Commando units whilst still keeping enough manoeuvrability to traverse the dense jungle foliage.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Squad
Unit Size: 1

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Mortar Crew(2)	Mortar Combat Blade	0-1	40
Chain Gun Crew(2)	Mounted Chain Gun, Combat Blades	0-1	32

Special Rules
Tactical Awareness, Mounted Weapon Team, Rough Terrain Specialists: Jungle / Forest

COMMANDO SCOUTS

Although the Commandos training focused on jungle warfare it was decided that a quicker method of transport was also required. As always the Viridian Assembly was reluctant to commission the production of a vehicle so a natural solution was located. The Struthiosaur is a bipedal creature native to the lush forests of Viridia and can traverse the dense terrain with what could be called supernatural speed. Primarily used for scouting purposes the Struthiosaur has proven itself as a capable opponent in a melee and combined with a trained Commando they have been used to overrun enemy support emplacements, allowing their comrades to advance relatively unscathed.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	5	1	5	4	7

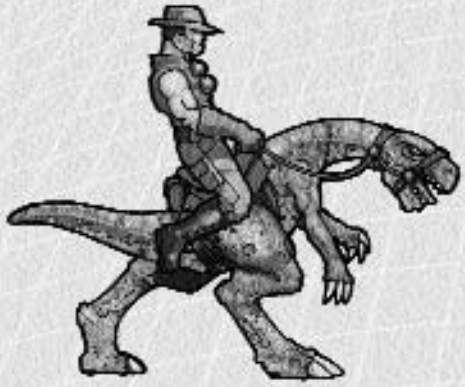
Structure: Squad
Unit Size: 4-8

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Scout	Gauss Rifle, Combat Blade	4-8	39
Sergeant	Gauss Rifle, Combat Blades	0-1	42

Special Rules
All: Fast, Rough Terrain Specialist Jungle / Forest
Sergeant: Tactical Awareness, High Morale (+1)
Commando Scouts cannot evade.
The Struthiosaur gets an attack of its own, resolved separately, which attacks with the same AS and to hit modifications as the rider, but which does Dam 5.

STRIKE COMMANDOS

Deciding that their Commando program had expanded as far as it could in the realms of jungle warfare the Viridian assembly looked at other areas of combat, after much debate it was decided that a force with the ability to conduct warfare in confined areas was required. Unwilling to wait for new recruits existing Commando units were reassigned to the project. Armed with a Gauss Carbine and provided with an experimental suit of armour they were trained for incursions into enemy territory and received the best espionage training that money could buy. Equipped with Grav Chutes the Strike Commandos are able to land deep behind enemy formations and sever their supply lines, causing panic before their more traditional counterparts eliminate forward command posts.



AS	SH	ST	T	W	CD	SZ	MV
4	4	4	5	1	5	2	4

Structure: Squad
Unit Size: 4-10

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Strike Commando	Gauss Carbine, Combat Blade	4-10	19
Strike Commando Sergeant	Gauss Carbine, Combat Blade	0-1	22

Special Rules
All: Rough Terrain Specialist Jungle / Forest
Sergeant: Tactical Awareness, High Morale (+1)
You may purchase the Drop Troop special ability for Strike Commandos. It costs 15 points per figure and must be bought for every model in the unit.
You may choose to equip all members of a Viridian Commando unit with Assault Grenades at a cost of 15 points per model. You must equip either all of a unit, or none.

INTERDICT MARINES

After the success of the Strike Commando project funding was diverted to a new program that would enhance the flexibility of the Viridian armies across all fronts. The first result of the program was the Interdict Marines. Equipped for short range fire fights with a Gauss Carbine and a Negatron Shield the Interdict Marines are deployed mostly in urban conflicts or behind enemy lines where they can bring their short ranged weaponry to bear whilst relying on their powered armour and Negatron Shield to ward of enemy retaliation.

AS	SH	ST	T	W	CD	SZ	MV
4	5	5	5	1	5	2	4

Structure: Squad
Unit Size: 4-10
You may include a maximum of 1 Support model for every 3 other models.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Interdict Marine	Gauss Carbine, Negatron Shield, Combat Blade	4-10	22
Shock Marine	Vibro Scythe, Negatron Shield	0-2	19(s)
Sergeant	Gauss Carbine, Negatron Shield, Combat Blade	0-1	23

Special Rules
All: High Morale (+1)
Sergeant: Tactical Awareness, High Morale (+2)
You may purchase the Drop Trooper special ability for Interdict Marines.
It costs 15 points per figure and must be bought for every model in the unit.

Commando Scout Sergeant

Assault Marines

Assault Marine Sergeant

Assault Marine Rocket Launcher

Assault Marine Chain Gunner

Assault Marine Grenade Launcher

ASSAULT MARINES

With the growing support for the Interdict Marines the commanders of the Viridian Armed Forces requested the formation of a new unit specification, equipped with powered armour and Gauss Rifles the new 'Assault Marines' as they were dubbed, would have a tactical advantage on any open battlefields. In early test the Assault Marines were to prove their worth against enemy infantry but lacked the punch to deal with any armour, support weapons were added to try and counter this weakness.

AS	SH	ST	T	W	CD	SZ	MV
4	5	5	5	1	5	2	4

Structure: Squad
Unit Size: 4-10
You may include a maximum of 1 Support model for every 3 other models.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Assault Marine	Gauss Rifle, Combat Blades	4-10	20
Chain Gunner	Chain Gun	0-2	23(s)
Rocket Launcher	Rocket Launcher	0-2	42(s)
Grenade Launcher	Grenade Launcher	0-2	31(s)
Flame Thrower	Flame Thrower	0-2	32(s)
Sergeant	Gauss Rifle	0-1	21

Special Rules
All: High Morale (+1)
Rocket Launcher: Tactical Awareness
Grenade Launcher: Tactical Awareness
Sergeant: Tactical Awareness, High Morale (+2)

ASSAULT MARINE GAUSS CANNON TEAM

Growing concern over the inability of the Assault Marines to deal with enemy armour required immediate attention and specialist teams were formed from the ranks of the Assault Marines and trained in the use of the Gauss Cannon. Mounted on a tripod stand and manned by three Assault Marines the Mounted Gauss Cannon is capable of shredding any vehicle to its component parts in seconds whilst still retaining a good rate of fire.

AS	SH	ST	T	W	CD	SZ	MV
4	5	5	5	1	5	2	4

Structure: Squad
Unit Size: 1

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Gauss Cannon Crew	Mounted Gauss Cannon Blasters	3	53

Special Rules
High Morale (+1), Tactical Awareness, Mounted Weapon Team

FENRIR'S ASSAULT MARINES

As the new programs started to progress each colony started to train it's own Commando units to use the new equipment and techniques available. On Nifilheim the assault Marine program was lead by an officer called Fenrir, a grizzled veteran of countless wars. Fenrir was as wild as they come and few people ever bested him in close combat, his training method even started to embed this ferocity into his men until it became almost genetic, passing from every trainer to every new recruit. To this day the warriors of the Assault Marine units still wear their hair in braids and grow long bears in honour of their first commanding officer and have adopted the name 'Fenrir's Assault Marines'.

AS	SH	ST	T	W	CD	SZ	MV
4	5	5	5	1	5	2	4

Structure: Squad
Unit Size: 4-12
You may include a maximum of 1 Support model for every 3 other models.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Fenrir's Assault Marine	Gauss Rifle, Combat Blade	4-12	31
Great Axe	Great Axe, Gauss Rifle,	0-3	33(s)
Sergeant	Gauss Rifle Combat Blade	0-1	33

Special Rules
All: Berserk Charge, High Morale (+1)
Sergeant: Tactical Awareness, High Morale (+2)

SHOCK MARINES

Shock Marines were first deployed within Interdict units to provide badly needed close combat support. Shock marines are know for their extremely short tempers and total disregard for danger, rushing headlong into the enemy in an attempt to rip them limb from limb. The officers therefore needed to be trained especially to deal with this enthusiasm and after some time an efficient fighting force was formed. Lacking any ranged firepower it was requested that a new rapid-fire weapon should be designed for the Shock Marines, after numerous attempts the Grape Gun was introduced and it proved an effective weapon when combined with the Vibro Scythes worn by the rest of the unit.

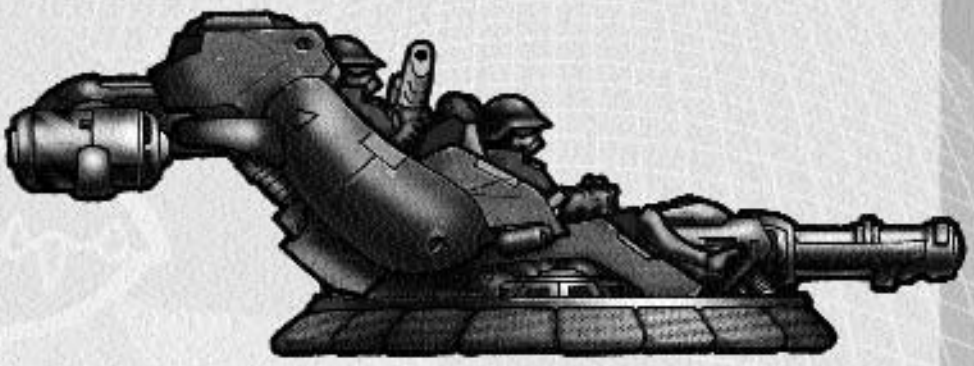
AS	SH	ST	T	W	CD	SZ	MV
5	4	5	5	1	5	2	4

Structure: Squad
Unit Size: 4-10
You may include a maximum of 1 Support model for every 3 other models.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Shock Marine	Vibro Scythe, Negatron Shield	4-10	20
Shock Marine	Grape Gun, Negatron Shield	0-2	29
Sergeant	Vibro Scythe, Negatron Shield,	0-1	21

Negatron Shield 0-1 21

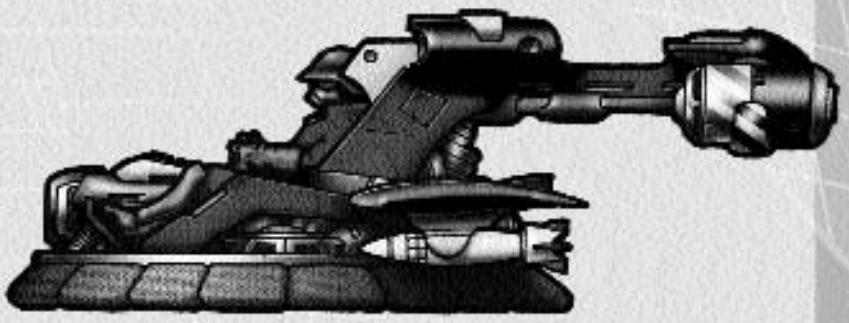
Special Rules
All: High Morale (+1), Shock Trooper
Sergeant: Tactical Awareness, High Morale (+2)



Jaguar Strike Craft Sergeant

JAGUAR STRIKE CRAFT

In an attempt to counter the increasing air supremacy of other members of the Tripartite Confederacy and V.A.S.A the Viridian Assembly authorised production of a new rapid response combat vehicle. Increasing problems with Pteraraptors during skirmishes with Grav tech vehicles required a new approach to aerial combat and the Jaguar Strike Craft was the result. Based around a large anti-gravity fan the Jaguar has limited flight capabilities allowing it to pass over most terrains types whilst carrying a Commando and mounted chain Gun.
The only problem with the design was that the Mounted chain Gun lacked the hitting power required during a sustained fire fight and so Viridian scientists adapted the design to carry a Mini Multiple Launch Rocket System, displacing the mounted Chain Gun. The new variant was dubbed the Jaguar Assault Craft.

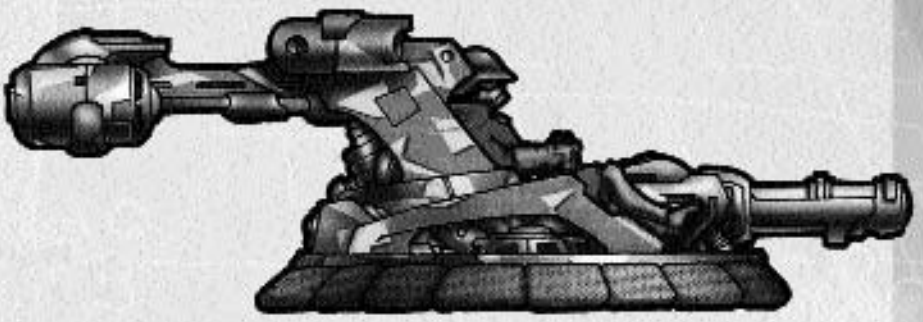


Jaguar Assault Craft

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	6	1	5	4	9

Structure: Squad
Unit Size: 2-6
You may include a maximum of 1 Support model for every 2 other models.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Jaguar Strike	Mounted Chain, Guns,Combat Blades	2-6	47
Jaguar Assault Craft	Mini-MLRS Combat Blades	0-2	47(s)
Jaguar Sergeant	Mounted Chain, Guns,Combat Blades	0-1	49



Jaguar Strike Craft

Special Rules
All: Fly
Jaguar Assault Craft: Tactical Awareness
Sergeant: Multiple Attacks (x2), Tactical Awareness, High Morale (+1)
The Jaguars can make 1 turn for every 2 inches moved.

Shock Marines

Shock Marines Grape Gunner

Shock Marines Sergeant

Terrasaur-TS2

Terrasaur-TR8
Sergeant

Terrasaur-TS2

Terrasaur-THQ
Recon

TERRASAURS

The Viridian armies rely heavily upon various reptilian creatures, including the herbivorous Struthiosaur, and of course the Behemoth.

Terrasaurs themselves are distantly related to the Behemoth and are used by the Viridian Commandos as mobile firebases. Needing no fuel apart from what they find themselves, they are capable of surviving for long periods of time behind enemy lines.

Terrasaurs are of a substantial size allowing two Commandos to sit astride, but the real advantage comes when mounting support weapons. Due to the large bulk of the creatures small howdahs can be constructed to fit upon their back allowing the creature to carry the Chain Gun and Mortar weapons platforms, as well as the powerful 3700 Recoilless Cannon that is the trademark of Terrasaur Sergeants.

A more recent adaptation of the Howdah is the THQ variant, fitted with state of the art communications equipment it is designed to triangulate enemy positions and pass the information back to support units. Not only does this provide detailed information on the enemies deployment but allows the Viridians to conduct very accurate bombardments of key enemy units.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	6	2	5	4	6

Structure: Squad
Unit Size: 2-8
You may include a maximum of 1 Support model for every 2 other models.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Terrasaur-TS2	Gauss Rifle, Combat Blade	2-8	51
Terrasaur-THQ Reconr	Gauss Rifle, Combat Blade	0-2	56(s)
Terrasaur-Mortar	Mortar, Gauss Rifle	0-2	61(s)
Terrasaur-Chain Gun	Mounted Chain Gun	0-2	58(s)
Terrasaur-TR8 Sergeant	Recoilless Cannon, Gauss Rifle	01	61

Special Rules
All: Rough Terrain Specialist Jungle / Forest, Rampage
Terrasaur: Multiple Attacks (x2), Multiple Shots (x2)
Recon: Multiple Attacks (x2), Multiple Shots (x2), Spotter
Mortar: Tactical Awareness
Sergeant: Tactical Awareness, High Morale (+1)

The Terrasaur also gets an attack of its own, resolved separately, which attacks with the same AS and to hit modifications as the rider, but which does Dam 5 (x2).
Terrasaurs cannot evade.

CYNORAPTORS

Within the lush jungles of Viridia there are all types of animals, very few that are wild though, yet another result of the Great Flooding. The Viridian Assembly urges the VAF to utilise these creatures in battlefield roles, as they are less damaging to the environment than mechanical equivalents, and a lot cheaper as well. Cynoraptors are small bipedal creatures with razor sharp claws and teeth that are capable of cutting a man in half. In battle they are extremely quick and once in range of the enemy they waste no time in pulling their unfortunate victims to ground before devouring them. Specially trained Commandos herd them into battle to make sure that they do not attack friendly units.

Cynoraptors

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	3	1	3	1	6

Handler

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Squad
Unit Size: 4-10

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Handler	Gauss Rifle, Combat Blade	1	21
Cynoraptor	Natural Weapons	3-9	12

Special Rules
All: Rough Terrain Specialist Jungle / Forest, **Rampage,** Swarm
Handler: Fast

PTERARAPTORS

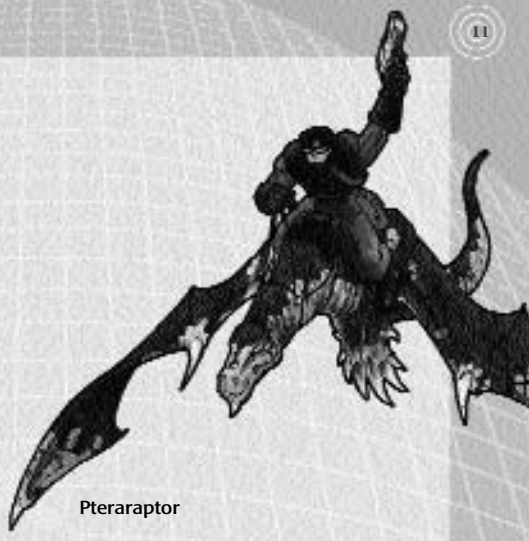
Pteraraptors are light, flying creatures native to the high equatorial mountains of Viridia ridden into battle by Commandos who utilise their mounts natural weaponry to bolster their own arsenal making them a dangerous opponent. The self-sufficiency of the Pteraraptors makes them significantly cheaper to maintain than the more advanced Jaguar Stike Craft, and as such the Viridian Assembly favours them over the more costly vehicles, although it is commonly accepted that they are not as effective. Their speed and ability to fly over terrain also makes them a valued recon unit by Commanders all over the galaxy.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	5	1	5	4	9

Structure: Squad
Unit Size: 4-8

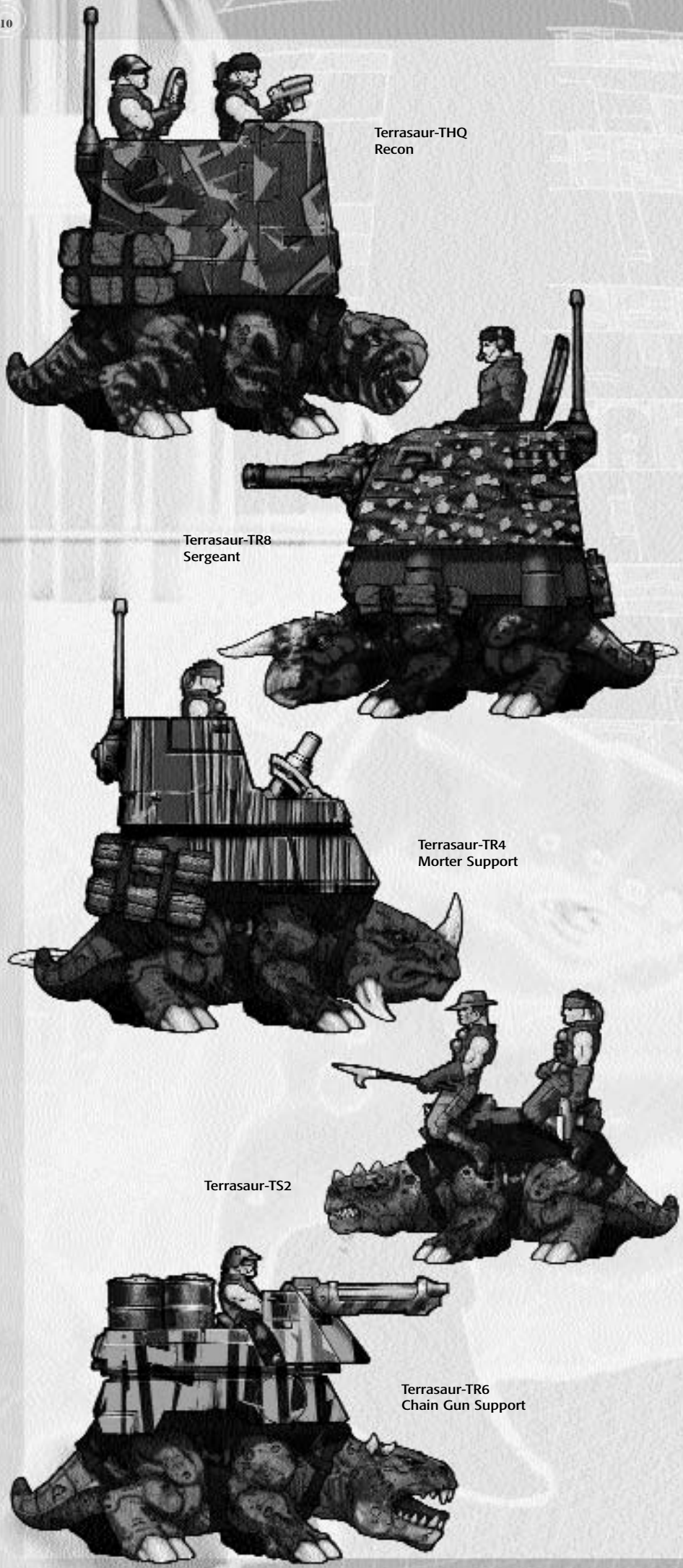
TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Pteraraptor	Gauss Rifle, Combat Blade	4-8	36
Sergeant	Gauss Rifle, Combat Blade	0-1	38

Special Rules
All: Fly
Sergeant: Tactical Awareness, High Morale (+1)
Pteraraptors can make 1 turn for every 2" that they move.
The Pteraraptor also gets an attack of its own, resolved separately, which attacks with the same AS and to hit mods as the rider, but which does Dam 5.
Pteraraptors cannot evade.



Pteraraptor

Cynoraptors and Handler



BEHEMOTH

Behemoths are massive, stocky herbivorous reptiles from the volcanic belt of Viridia's deep equatorial rainforests. Viridian scientists tried in vain to breed a more intelligent strain of the Behemoth but failed. Instead they invented the B.R.A.I.N (Behemoth Restraint And Intelligence Node), an operating system that is implanted into the cranium of the Behemoth allowing specially trained handlers to control the beast to a certain extent.
Immediately the military applications of the Behemoth became apparent, the ability of the beast to carry heavy loads made them prime candidates for heavy weapons platforms and troop transports and it was not long before they were seen on battlefields across the galaxy spearheading Viridian assaults.
Even although the B.R.A.I.N allows a level of control over the Behemoths it is not fool proof, it has been know for the creatures more primal instincts to override the control system and Rampage across the battlefields, causing injuries to friend and foe alike.

AS	SH	ST	T	W	CD	SZ	MV
4	4	6	6	5	5	7	6

Structure: Individual

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Behemoth Fire Support Tank	Howitzer Barrage Cannon, 2 Mounted Chain Guns	0-1	195

*The Howitzer is a forward facing weapon and the Chain Guns have 180 degree fire arcs to their respective facings. All weapons may be fired in the one turn.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Behemoth Troop Transport Tank	3 Mounted Chain Guns (2 Forward Facing, 1 360 degree)	0-1	150

*Two of the Mounted Chain Guns forward facing and one has a 360-degree fire arc. All weapons may be fired in the one turn.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Behemoth Infantry Support Tank	2 Gauss Cannons	0-1	150

*The Gauss Cannons have 180 degree fire arcs to their respective facings. All weapons may be fired in the one turn.

Special Rules
All: Rampage, Terrifying, Tactical Awareness, Lethal Strike (x4), Multiple Attacks (x3), Rough Terrain Specialist Jungle / Forest, Models attacking the Behemoths flanks get +1 to hit and rear attacks get +2, The model can make 1 turn for every 4 inches moved. In close combat Behemoths bite, stamp and lash their tails at opponents, this counts as a

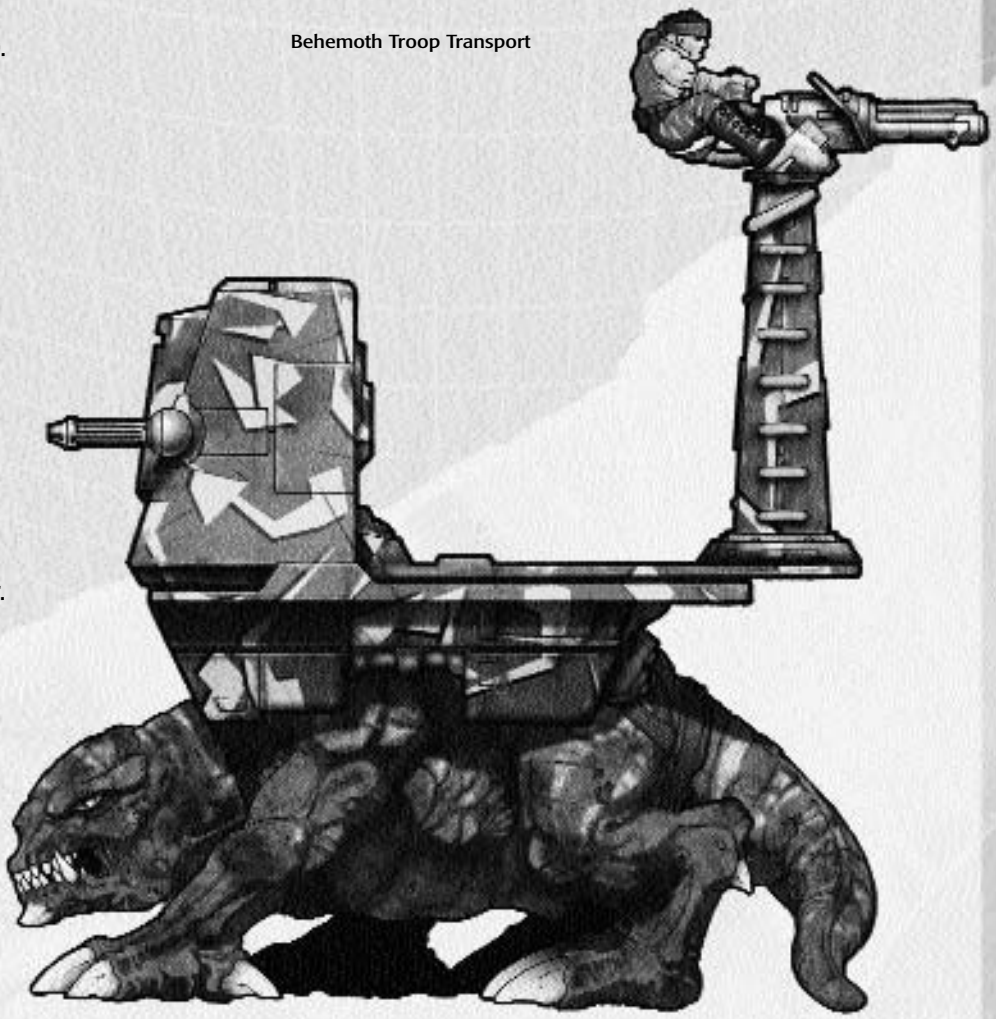
melee weapon attack, to Hit +0, DAM St +0. Behemoths cannot evade.

Fire Support: Heavy Armour 3
Troop Transport: Heavy Armour 2, Troop Carrier 8(2)
Infantry Support: Heavy Armour 4, Shock Trooper

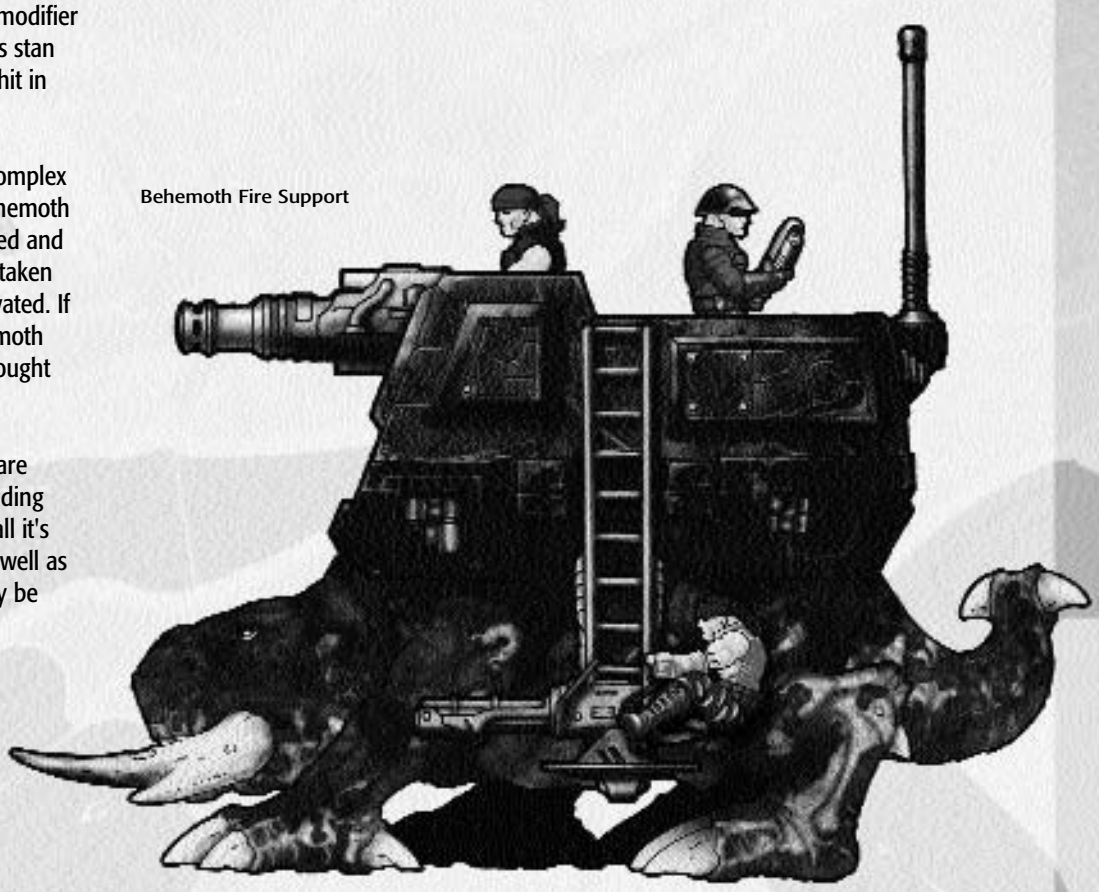
Damage Table

1d10	Result
1-5	No Additional Damage.
6	Leg Wound: Every time the Behemoth wishes to turn roll 1D10. If the result is 1-5 the Behemoth cannot turn, but still counts as having done so for the purpose of distance moved so far. A Second hit in this location immobilises the creature for the remainder of the game.
7	Critical Injury: The Behemoth has been badly wounded. Roll 1D10 each time it is activated, on a 1-5 The Behemoth cannot move this turn. A Second hit in this location will kill the Behemoth.
8	Main Armament Damaged. Roll 1D101-5: The weapon system becomes prone to jamming. Each time you try to shot with the weapon roll 1D10. On a roll of 1-5 the weapon cannot be fired.1-6: The weapons targeting systems have been damaged, all attempts to shoot suffer a -1 to hit modifier in addition to the weapons stan dard modifiers. A second hit in this location destroys the weapon.
9	B.R.A.I.N Damaged. The complex system that allows the Behemoth to be controlled is damaged and a Command test must be taken every time the unit is activated. If the test is failed the Behemoth will Rampage until it is brought under control again.
10	Ammo Storage Hit: The Behemoths ammo stores are breached in a flash of blinding light. The Behemoth and all it's crew are instant killed, as well as any passengers that it may be carrying.

Behemoth Troop Transport



Behemoth Fire Support



Major
Icharus Trask

MAJOR ICHARUS TRASK

Icharus Trask is one of the most famous Shock Marine officers ever to serve in the VAF. He began his career ordinarily enough in the Viridian Marine Corps, but after a shaky start involving several disciplinary hearings for violent conduct whilst off duty, he was given a last chance in the Shock Marines. His HQ Commanders believed that the hard life of a Shock Marine would provide a useful channel for Trask's aggression, and he vindicated that trust beyond their wildest dreams. Trask became a master of the Vibro-Scythe, and developed a fighting technique around wearing two rigs. In battle he wears a specially modified power suit, which has the negatron field generator actually in the suit to allow him the use of both Vibro-Scythes. He is a dangerous and respected close assault trooper, and currently operates with the Viridian Lions IV Off-World Regiment.

AS	SH	ST	T	W	CD	SZ	MV
6	4	5	6	2	6	2	4

Structure: Individual
An army cannot contain more than one Trask.
You may add Trask to a Unit of Shock Marines by using the same buying criteria as Sergeants.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Major Trask	2 Vibro Scythes	1	45

Special Rules
Multiple Attacks (x2), Strike First, Shock Trooper, High Morale (+1), Heavy Armour 3

CAPTAIN MAXIMILLIAN HELGHAST

Maximillian Helghast is an officer in the Scout Commandos. He was born to into an illustrious military dynasty on the Viridian Rimworld of Rhinegeld. Rhinegeld was a world of icy rivers and mineral rich forested uplands before the Koralon came. At the time Helghast was attending an off world officer training academy and so was spared from the carnage, but his beautiful ancestral lands were reduced to rubble and his people slain. Since then Helghast has harboured a genocidal grudge against the Koralon, and tends to forget all of his professional detachment when he fights them. Helghast currently serves in the VII Borellian Pathfinders.

AS	SH	ST	T	W	CD	SZ	MV
5	5	4	5	2	6	4	7

Structure: Individual
An army cannot contain more than one Helghast. You may add Helghast to a Unit of Scouts by using the same buying criteria as Sergeants.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Captain Helghast	2 Blasters	1	76

Special Rules
Rough Terrain Specialist Jungle / Forest, Fast, Tactical Awareness, Multiple Shots (x2), High Morale (+1), Fearless
In close combat the beast also gets an attack of its own, resolved separately, which attacks with the same AS and to hit modifiers as the rider, but which does 5 Dam.

Captain Helghast hates Koralon and goes into a berserk fury when he fights them. He gains Multiple Attaks(x2) and an additonal Multiple Shot(x1), but suffers a –1 penalty to hit for both shooting and close combat.
Captain Helghast cannot go prone or dive for cover

FENRIR 'THE ICE DUKE'

Fenrir was the name of the first commanding officer of the assault marine company stationed on Nifilheim and as such they adopted his name into the company title and became Fenrir's Assault Marines. The thought of changing the company name with every new commanding officer was unthinkable and to this day the it is tradition for the current commanding officer to give up their name and become know as Fenrir, and once again strike fear into the heart of the enemy.

AS	SH	ST	T	W	CD	SZ	MV
6	5	5	6	2	6	2	4

Structure: Individual
An army cannot contain more than one Fenrir. You may add Fenrir to a Unit of Fenrir's Assault Marines by using the same buying criteria as Sergeants.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Fenrir	Gauss Rifle, Loga	0-1	40

Special Rules: Berserk Charge, High Morale (+2), Tactical Awareness.

LEUTENANT MIRA HAZE

Mira Haze started her career in the Viridian Armed Forces as a Behemoth handler and technician. Born on Viridia Prime she was raised to understand the damage done to her home in times past and she is in no hurry to see this happen to anybody else. During a doomed mission to retrieve a coralline-neutronium drive system; Syntha Androsynths ambushed Mira and her patrol. Caught by surprise the patrol was eliminated and Mira and a few other survivors fled into the forests and were hunted for days before they ran across a burnt out Grav Tank. Using what parts she could scavenge Mira constructed a proto-type EMP (Electro Magnetic Pulse) generator, before she could test the generator the group were once again caught by a Syntha patrol and in the ensuing conflict Mira activated the EMP generator, which blew out the control circuits in the droids with spectacular results but also destroying the generator as well.
Mira was then inducted into the Strike Commandos as a technical and logistics specialist and has managed to continue her rise by recently being promoted to Lieutenant, of course, she never goes anywhere without her new hand portable EMP generator as one day she hopes to be able to settle old scores.

AS	SH	ST	T	W	CD	SZ	MV
5	5	4	5	2	5	2	4

Structure: Individual
An army cannot contain more than one Mira Haze. You may add Mira to a unit of Strike Commandos by using the same buying criteria as Sergeants.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Lt. Mira Haze	Gauss Carbine, EMP Generator	0-1	45

Special Rules
Tactical Awareness, High Morale (+2), Rough Terrain Specialist Jungle / Forest
If you are adding Mira to a unit of Strike Commandos you must pay for any special option that the squad has as well.

Major Icharus Trask equipted for Jungle warfare

Captain Maximillian Helghast

Fenrir 'The Ice Duke'

Major Icharus Trask equipted For urban warfare

Lieutenant Johnny 'G'

...Day 3

The camp was in pretty bad shape when we got there this afternoon. There was evidence of a firefight; blast damage, flechette holes and so on. The interior was gutted and still smouldering, but there was no sign of bodies-neither commandoes nor hostiles. Maybe they were still alive somewhere. We decided to camp here for the night (I know it sounds crazy, but hey, we're the Fighting Tigers) and give the surrounding area a thorough search, before we called it a day and arranged a dust off. Cap sent three point platoons into the jungle to secure the area. Not one returned. When the screaming started we were sent up on the Pteraraptors, but it was over by the time we got airborne. And like the commandoes' compound, not a sign of bodies anywhere. We returned to camp and set up a perimeter of mines and alarms, and we settled in for the night.

LIEUTENANT JOHNNY 'G'

The maverick young officer known to his troops as Johnny "G" is fast becoming a legend and it is only a matter of time before he rises to prominence.

He has a reputation for breaking the rules, and disrespecting his superior officers, but fortunately for him he is also known for getting the job done, against the odds which makes him one of the most invaluable Commando officers available.

AS	SH	ST	T	W	CD	SZ	MV
5	5	4	4	2	6	2	4

Structure: Individual

An army cannot contain more than one Johnny 'G'. You may add Johnny 'G' to a Unit of Commandos by using the same buying criteria as Sergeants.

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Lt. Johnny 'G'	Auto shotgun, Combat Blade	0-1	38

Special Rules

Tactical Awareness, High Morale (+2), Fearless, Immune to Panic, Inspiring, Infiltrate, Rough Terrain Specialist: Jungle/Forest

If you are adding Johnny 'G' to a unit of Commandos you must pay for any special option that the squad has as well.

SERGEANT KURT KWINSKY

A veteran of wars all across the galaxy, Kurt Kwinsky is one of the longest serving non-commissioned officers within the Viridian armed forces.

His calm under fire, and popularity within the ranks is surely what has kept this gruff, outspoken Sergeant from being court-martialled, although as time goes on it becomes increasingly unlikely that he will ever be offered a place at one of the Assembly's Officer Training Academies.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Individual

An army cannot contain more than one Kurt Kwinsky. You may add Kurt to a Unit of Commandos by using the same buying criteria as Sergeants. If you do so you may NOT include another Sergeant (although you may include other characters as normal).

TROOP TYPE	EQUIPMENT	NO. PER UNIT	COST
Sergeant Kurt Kwinsky	Gauss Rifle, Combat Blade	0-1	28

Special Rules

Tactical Awareness, High Morale (+2), Rough Terrain Specialist: Jungle/Forest, Infiltrate

If you are adding Kurt to a unit of Commandos you must pay for any special option that the squad has as well.

Behemoth Fire Support

SPECIAL RULES

BERSERK CHARGE

A berserk unit charges into the enemy at full force, screaming and howling war cries. When charged by such a unit, you may not counter charge. In addition, when a berserk unit has the chance to counter charge, they do so automatically, no command check is taken.

DROP TROOPER

Units with this ability are not deployed in the normal way. Instead the unit may be deployed at any time during one of the owning players subsequent turns. The unit can be deployed within 6 inches of any table edge, but not within 12 inches of any enemy models. Once the unit has been deployed it counts as being on hold for the rest of the current game turn.

FAST

Some models are capable of fantastic bursts of speed that allow them to temporarily move a lot faster than their normal movement rate. Models with this special rule move up to 1.5 times their MV stat when charging, closing or rushing. So for example a model with MV 4 could move up to 6 inches on a charge move, or indeed in any of the other cases listed here.

FEARLESS

Models with this special rule can be exceptionally brave, without emotion, or are so hideous themselves that other things don't scare them. Fearless models are immune to the effects of the Terrifying special rule.

FLY

Models with this ability are able to soar across the battlefield ignoring terrain that would hinder ground-based units. To represent this all models with the FLY ability can ignore terrain up to 9" in height when moving, so obstacles such as difficult ground would not bother them.

HEAVY ARMOUR

Some models like armoured vehicles and large monsters are so heavily armoured that they are very difficult to damage with normal weaponry. Attackers need special armour piercing weapons in order to have a reasonable chance of causing damage to these models. Models with this special rule gain a d10 'heavy armour save' that can negate damage they have suffered.

When a model has this special rule it will be stated as 'Heavy Armour 4', or 'Heavy Armour 7' etc. The number is a positive modifier to the d10 heavy armour saving roll, for example heavy armour 6 adds +6 to the d10 heavy armour save. The following rule applies;

Heavy Armour Save: If a model with heavy armour receives wounds, roll 1d10 per wound, adding the indicated modifier. On a score of 10+ the wound is ignored and the model suffers no harm.

HIGH MORALE

Models with this special rule are more steadfast than others and less likely to panic or take fright. High Morale is expressed on the profile as a number that is added to the dice roll when a unit makes a morale check. The modifier used is always the highest one in the unit, so for example if all members of a unit have High Morale (+1) and the Sergeant has High Morale (+2), you would use the +2 modifier when making a morale check.

IMMUNE TO PANIC

Models with this special rule are either exceptionally well disciplined or are simply incapable of losing their cool. They never panic, and therefore don't need to make any morale checks that would result in panic if failed.

INFILTRATE

A unit skilled in infiltration knows how to use natural terrain to their best advantage, sneaking up close to enemy lines without being detected.

Infiltrators may deploy anywhere on the board that is out of LOS and more than 12 inches away from the enemy.

An army that includes a unit with the Infiltration special ability which has deployed either within a piece of terrain, or behind an obstacle (i.e. the obstacle is between them and their opponents) may automatically win the Initiative in the first turn of the game, providing the first unit activated is an infiltrating unit.

If both sides have Infiltrators, roll for Initiative as normal.

INSPIRING

Models with this special ability have a positive effect on the morale of nearby units. Units within 6 inches and LOS of inspiring models can re-roll failed morale checks. They only get to re-roll once per test and must abide by the result of the second dice roll.

LETHAL STRIKE

A model with this special rule can cause severe damage when using melee weapons in close combat. This could be because of its equipment, its training or its sheer bulk and power.

This is shown as a damage multiplier on the profile, for example Lethal Strike (x1), Lethal Strike (x2) etc. The number shows how many extra damage dice you should roll in addition to the normal number for the weapon the model is using. For example if a model has Lethal Strike (x1) and attacks with a Combat Blade (dam ST+0), it would roll 2 damage dice for each hit scored in close combat.

MARKSMAN

Some models are expert at pinpointing and hitting vulnerable points on a target. When these models successfully hit a target with a ranged weapon roll one extra dam dice for every 2 clear points that the shooting test was passed by. For example a Marksman armed with a Sniper Rifle fires at a short-range target. They need 6+ to hit and get a modifier of +2 for the weapon; there are no other modifiers. The dice roll is a very respectable 8 and 2 is added to this for the Sniper Rifle's range modifier, giving a total of 10. This is 4 clear points over the required total of 6, so three damage dice are rolled (2 extra for the 4 clear points).

MOUNTED WEAPON TEAM

Some weapons are too large and complicated to be handled by a single model. Such weapons are either mounted on vehicles, or are carried into battle by crews of trained operators. The following rules apply to units that carry such weapons into battle:

- The weapon cannot be moved and fired on the same turn
- During the shooting phase, the weapon can be turned up to 90 degrees before shooting
- To fire the weapon there must be at least one crewmember in base contact with it The weapon itself cannot be targeted or harmed, but crewmembers can be attacked as usual. For each crew member lost the unit loses 1 from MV and suffers a –1 to hit modifier. When all the crew have been killed remove the weapon from play

MULTIPLE ATTACKS

Models with this special rule make multiple attacks in close combat. So for instance a model that has Multiple Attacks (x2) listed in the special rules section of its profile will attack twice in close combat. Multiple Attacks can be used to engage more than one close combat opponent.

MULTIPLE SHOTS

Models with this special rule can shoot more than once during the shooting phase. So for instance a model that has Multiple Shots (x2) listed in the special rules section of its profile will shoot twice. Multiple Shots can be used to fire on more than one target.

PRONE

Viridian Commandos have perfected the technique of positioning themselves to minimise their own silhouette whilst at the same time improving their accuracy with ballistic weapons.

A unit with the Prone special rule can declare when they are activated that they are going Prone. They can do nothing else for that turn but as long as they then stay Prone they gain a +1 to hit modifier for all their shooting and their size is also reduced to 1. Whilst prone the unit may not move.

If they wish to adopt a standing position again they need to spend a turn getting up, if they are assaulted whilst prone they cannot counter-charge or fight back in any way.

RAMPAGE

Sometimes large animals are pressed into military service, and although modern techniques can subdue their natural urges, they cannot eliminate them. If a unit with the Rampage rules fails a panic test, it does not panic, but it rampages. Place a counter next to it to indicate this. On subsequent activations, if it fails to rally, move it in a random direction (roll direction dice) at top speed. If it encounters obstacles it will go around them, if it comes into contact with a unit, friend or foe, it will attack in close assault. Whilst rampaging the unit cannot shoot, because crew can do nothing but hang on and hope the beast will calm down, and if it leaves the tabletop it is out of the game.

ROUGH TERRAIN SPECIALIST

Some models, either because of training or natural ability, can move with ease through certain types of terrain. Models with this special rule suffer none of the normal penalties for moving on the terrain listed after the Rough Terrain Specialist entry on their profiles. For example if a unit has Rough Terrain Specialist: Jungle/Forest it is able to move across any Jungle or Forest terrain without penalty.

SHOCK TROOPER

Models with this special rule are particularly effective when storming enemy positions and engaging in close combat. They receive a bonus of +1 to hit and +1 to dam when charging or counter-charging. This is in addition to any other bonuses they might have to the attack.

SNIPER

Some models are trained to pick out important targets, assassinating key members of the enemy forces and causing maximum disruption with their choice of victims. If a model with the Sniper special rule doesn't move then it can make a CD test to ignore the normal target priority rules. If the test is passed then they can shoot at ANY model within range and LOS.

SPOTTER

A model with this skill is able to co-ordinate ordinance strikes to any part of the battlefield that it has a line of sight to. All indirect fire weapons shooting at a target that the spotter has a LOS to gain an additional +1 to hit modifier. This is a cumulative so if 2 spotters have LOS to a target all units would gain +2 to hit, this is due to the fact that the telemetry would be cross matched and a more accurate firing solution would be available.

STRIKE FIRST

Models with this special rule have superior reactions and close combat training. In close combat they always resolve their attack(s) first, and if their opponent is killed then it may not have its usual return attack.

SWARM

Models with Swarm attack in a confusing mass in close combat, overwhelming their foe by sheer weight of numbers. Models fighting creatures that Swarm suffer a –1 penalty to their to hit rolls, up to a maximum of –3, for every enemy model after the first that they are in base contact with. This only works in close combat.

TACTICAL AWARENESS

Models with this special rule can attempt to ignore their normal target priorities. Before the unit shoots make a CD check for the model. The results of the check vary depending on whether the checking model is a squad leader (a sergeant for example) or individual, or a support model within a squad. Note that if a squad contains both a squad leader and one or more individuals you can make a separate check for each model individually if you wish. The following rules apply.

- Squad leaders and individuals: If the check is passed the entire unit may ignore normal target priorities and may shoot at any enemy unit of the owning players' choice. As with normal shooting all members of the unit must still fire at the same target unit. If the check is failed, then t he unit hesitates and is momen tarily confused. It cannot carry out its shoot orders this turn.
- Support (S): If the CD check is passed the support model may ignore normal target priorities and can instead shoot at any unit of its choice, firing at a different target unit than its fellow s quad members if the owning player so wishes. If the check is failed, then the support model hesitates and imomentarily confused. It cannot carry out its shoot orders this turn.

TERRIFYING

Some models are so fearsome or vile that enemy troops quail before them. The range of this effect is a radius equal to the model's SZ stat in inches. Enemy units within this area must make a morale check. Troops, which are terrifying, are automatically assumed to be Fearless as well.

TROOP CARRIER

Many vehicles and their alien equivalents can transport troops across the battlefield, quickly delivering them to where they're needed and providing the protection of their (usually) better armour. The first number indicates the maximum number of models that may be in the troop carrier at any one time and the number in brackets indicates the maximum size of those units. When using following rules apply:

- Troop carriers can be deployed at the start of the game with units inside them. Mark the presence of such units on the carrier's record sheet
- Troop carriers must transport either all or none of a unit. They cannot transport partial units
- Enemy models may not enter troop carriers
- Once aboard a troop carrier, passengers are effectively part of the vehicle and can be affect ed by results on its damage table

The following rules apply to embarking and disembarking:

- During the movement phase of their turn, friendly models that can reach base-to-base contact with the troop carrier may board it.
- During the troop carrier's turn passengers can disembark at the beginning or end of any part of the carrier's order sequence except assault. They should be placed in the rear or flank arcs of the troop carrier and within 4 inches of it
- Disembarking passengers may do nothing else during the cur rent game turn and count as being on hold

Shock Marine in
Artic Camouflage

ARMOURY

ASSAULT GRENADES

Assault Grenades are lighter, low yield hand grenades used by Viridian Commandos and Strike Commandos.
The small blast radius created by these weapons make them virtually useless at range, but if used at close range they can distract and confuse enemy troops.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: 1 handed.
Special Rules: If a unit with Assault Grenades charge into combat they gain the Strike First ability for the first round, after this the enemy unit regains combat readiness. This ability only works when charging, not counter charging or closing.

AUTOSHOTGUN

Autoshotguns are quite basic short to medium range weapons. They fire old-fashioned gunpowder projectiles, but for all that are still as effective than a gauss rifle at short range. This is because their twelve bore cartridges fire a dense pattern of shot, which requires less skill on behalf of the user to hit the target. This is the favoured weapon of Lieutenant Johnny 'G'.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	5	+1	4	-1	4				

Type: 2 handed
Special Rules: None

AUTOPISTOL

Autopistols are standard side arms. They come in a bewildering variety of different models with different styles of ammunition ranging from old-fashioned brass-cased rounds to high-tech flechette sprayers, but they all perform pretty much the same function on a battlefield.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	4	0	4						

Type: 1 handed
Special Rules: None

BLASTER

Blasters are the energy weapon equivalent of autopistols. The magazine consists of a particle smasher not dissimilar to the device that generates the flux field on negatron shields. When the trigger is pulled a hail of anti-matter bolts is sprayed out of the muzzle, disintegrating whatever they hit. Because of the nature of anti-matter it dissipates quickly, so the weapon is only useful up to short ranges. Within this bracket though, blasters are considerably more effective than autopistols. They are expensive and usually only issued to key personnel.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0(x2)	4	0(x2)	4						

Type: 1 handed
Special Rules: None

CHAIN GUN

Chain guns are squad support gauss weapons. Heavy weapons specialist's carry them into battle, usually on some sort of gyro-stabilised rig to cope with the recoil and shaking. They are stripped down versions of vehicle and tripod mounted chain guns, and are somewhat less effective due to the lack of a stable firing platform. However, chain guns are devastating anti-personnel weapons within their effective range and can spray a hail of heavy flechettes at a considerably higher rate of fire than a basic gauss rifle.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	6	+1(x2)	6	0	5				

Type: 2 handed
Special Rules: None

COMBAT BLADE

Combat blades are really anything that can be used to stab, slash, puncture or otherwise injure a close combat opponent. Swords, machetes and combat knives are examples of Combat Blades, and can prove an essential back up tool when confronted at close quarters or where stealth is required. Military grade combat blades tend to be incredibly hard, durable and sharp in order to penetrate modern armour and cope with possible exposure to corrosive climates.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	ST+0								

Type: 1 handed, melee
Special Rules: None

EMP GENERATOR

Short for Electro Magnetic Pulse, the EMP Generator has the ability to shut down any vehicles that are within range of the blast. The weapon was designed by Lieutenant Mira Haze who has the only working version at present, and she is continually trying to improve the design. At present the weapon is only capable of disabling vehicles and not the Cyber warriors of the Syntha armies as the small size of the device limits it effectiveness.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: 1 handed
Special: The EMP generator does not roll to hit as a normal weapon but instead once activated all vehicles within 12" are affected. Vehicles that have not been activated this turn now count as having been activated. The blast may also cause system damage to vehicles, on a D10 roll of 8+ roll on the vehicles damage table and apply the results.

FLAME THROWER

Flame Throwers are particularly unpleasant short-range support weapons. They spray incendiary gel or liquid fuel in a curtain of searing fire. Advanced models use compounds that ignite on contact with the air, but most still have either an electrode or a pilot flame to set the fuel alight. They are particularly effective when used to hose down the interiors of bunkers or trenches, where enemy troops are packed in tight and have nowhere to run.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: 2 handed, directly placed template weapon, incendiary
Special Rules: Use the large teardrop shaped template. The weapon does 5 Dam

GAUSS CANNON

Gauss cannons are larger, heavier versions of the chain gun. These weapons cannot be manned by light troops and have to carried into battle by teams of powered armour troops such as Viridian Assault Marines. They fire larger flechettes at higher velocity, and as such have a respectable degree of armour piercing capability. This combined with their accuracy makes Gauss Cannons awesome weapons in both anti-armour and anti-personnel roles.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		+1(x3)	7	+1(x2)	7	0	6	-1	6

Type: Mounted, armour piercing 3
Special Rules: None

GAUSS CARBINE

Gauss carbines are variants of the Gauss Rifles

used by marines everywhere. They are shorter weapons calibrated to be more effective at close ranges, with a corresponding loss of performance beyond this. Gauss carbines are compact enough to be fired one handed by a powered armour soldier, leaving the other hand free to wield a shield or second weapon.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	5	+1	5	-1	4				

Type: 1 handed
Special Rules: None

GAUSS RIFLE

Gauss Rifles are the favourite standard issue weapons of most armies across the galaxy. Effective up to medium range, they are hard-hitting and reasonably accurate. Gauss technology was an offshoot of VASA magnetic field research, and uses a so-called 'Gauss Field' to fire projectiles. The barrel of a gauss rifle contains a powerful magnetic rail, activated when the trigger is pulled. This lifts steel flechettes out of the magazine and accelerates them towards the target at hypersonic speed.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	5	0	5	0	5				

Type: 2 handed
Special Rules: None

GRAPE GUN

A grape gun is a bulky rotary-barrelled cuff that fits on to the forearm of a power suit. It uses magnetic rail technology to fire a lethal shower of large ball bearings at an incredible rate of fire. It is very inaccurate beyond short range, but within that bracket it is one of the most devastating small arms around.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	(x2)	5	0	(x3)	5	-1	4		

Type: 1 handed
Special Rules: None

GREAT AXE

To most Viridians, the great axe is a relic of their distant past, but to the members of the Hill Tribes, it is still the "cutting edge" of technology.
In close combat it can be wielded effectively by a skilled warrior, and should not be underestimated.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	ST+1								

Type: 2 handed, Melee
Special Rules: None

GRENADE LAUNCHER

Grenade Launchers are indirect fire squad support weapons. They fire a spin-stabilised, 40mm high explosive fragmentation round in a parabolic arc. Grenade Launchers require a certain amount of specialist training to use since skill and judgement is needed to calculate the angle of trajectory, adjustments for wind, local gravity and the like. On board computers go some way towards alleviating this problem on certain models, but their information is no substitute for an experienced heavy weapons specialist.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		0	5	-1	5	2	5		

Type: 2 handed, indirect fire, ranged template weapon
Special Rules: Uses the small circular template

HOWITZER BARRAGE CANNON

Howitzer Barrage Cannons are massive recoilless artillery pieces that fire high explosive armour piercing shells. They can only be mounted on fixed platforms or heavy vehicles such as Behemoths, and require a trained artillerist to operate. Because of the weapon's obvious size and bulk, there is a dead area towards the front in which it cannot fire at all. However, where the shells do come down they can devastate the area, tearing personnel and light vehicles apart leaving gaping craters.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
				-1	6(x2)	-2	6(x2)-3		6(x2)

Type: Mounted, Ranged Template Weapon, Armour Piercing 3, Indirect Fire
Special Rules: Uses the large circular template. When a barrage cannon damage template is placed, leave it there for the rest of the game, or place a piece of crater terrain of approximately the same size where it landed. This area now counts as difficult terrain, and models occupying it may claim a cover save.

IMPROVISED WEAPONS

Troops that are equipped solely with weapons with no close combat capabilities (for example the Grenade Launcher) must use improvised weapons in close combat. Gun butts, entrenching tools, sticks, stones, bare hands and natural weaponry can all be pressed into service when the action gets up close and personal.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST-1								

Type: 2 handed*, melee
Special Rules: *Although improvised weaponry may not literally be two handed, it represents the use of weapons that are not particularly efficient in close combat. As such they cannot be combined with another weapon in CC to give any bonuses, nor can a shield be used in conjunction with an improvised weapon.

LOGA

Loga, meaning flame in the archaic language of the Viridian steppes, is the name of Fenrir's customised Great Axe.
Originally it was a normal Great Axe, as used by the other members of his tribe, but since joining the Viridian army, Fenrir has been quick to take advantage of the new technologies made available to him.
Power generators within the haft power these modifications, including Vibro-blade technology, and an ionised edge that makes the blade shine and burn like a cold flame.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	ST-1								

Type: 2 handed, Melee, Armour Piercing 2, Incendiary
Special Rules: None

MINI-MLRS

Mini-MLRS are indirect fire, anti-personnel support systems. They launch a cluster of small, independently targeted 'fire-and-forget' homing missiles at the target, which come down in a roughly circular pattern that devastates a wide area with their high explosive warheads. The mini-MLRS is a lighter version of the Multiple Launch Rocket Systems deployed on some vehicles and spacecraft. It is still much too bulky to be used by ordinary mortals, and is for the most part is only ever seen on vehicles such as the Jaguar Assault Craft.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-1	6	-2	6	-3	6		

Type: Mounted, indirect fire, ranged template weapon

Special Rules
Uses the large, circular template

...Day 4

If we thought things were bad before, then today set us straight on that score. As we were breaking camp in the morning a figure came crashing over the perimeter, setting off the alarms that hadn't yet been deactivated. Then she collapsed against the base of a tree. It was a Black Jaguar Lieutenant. Everybody crowded around her to try and help, and she suddenly came to and started waving a blaster around. Everybody backed off pretty rapidly. Her vest was slashed from under her arm, and diagonally across her stomach to her hip, and it seemed to be encrusted in something that looked like reddish, ground up glass.

The Cap asked her what had happened, and if there was anything we could do to help her. Well, she immediately pulled rank despite being injured, and ordered him to send a transmission to Strata on her personal authorisation.

'Tell them Liana 3 is code violet,' she said.

'What was that all about?' Cap asks, putting aside his jaw comm.

'Liana 3 is now subject to special quarantine measures, there's a fleet being scrambled now to come and eradicate all life on the planet.'

It's fair to say that the Cap and a few others lost it at this point. Maybe it was a premonition about what she'd say next.

'So what about our dust off?' asks Cap when he'd calmed down and stopped cussing.

Everybody crowded in on her to hear this. She started laughing. It turned into a cough though, and she brought up blood. It spilled over her jaw, and seemed to crystallise on contact with the air. Now we knew what was encrusted around her torn vest. Everybody drew back again.

'Don't you understand?' she said. 'There will be no dust off. The whole planet is infested. They're everywhere now. It's in me. Make your peace and do your duties by your corporations. Look, it's easy.'

Then she blew her brains out right in front of us. I knew I had a bad feeling about this mission.

MORTAR

Mortars are long range, indirect fire, heavy support weapons. They are simple devices that haven't changed much in the face of advancing military technology, and consist of a hollow tube with a firing plate at the bottom. Rounds that range between 60-120mm, depending on the model, are dropped onto the firing plate, which lobs them high into the air to explode where they come down. Modern mortars can either be manually aimed or have computer-guided systems, but in each case require the co-ordinates of a skilled spotter to hit anything.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		+1	5	0	5	-1	5		

0 6 -1 6 -1 6 -2 6

Type: Mounted, indirect fire, ranged template weapon
Special Rules: Use the small circular template

MOUNTED CHAIN GUN

Mounted chain guns are heavy support weapons that are devastating at any range. They can be belt, magazine or drum fed, and usually have more than one barrel. Common barrel configurations include rotary, four over four and quad. Mounted chain guns make excellent defensive weapons for teams in emplacements such as bunkers or trenches, but are also commonly mounted on vehicles for anti-personnel purposes.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		+1(x3)	6	+1(X2)	5	0	5	-1	5

Type: Mounted
Special Rules: None

NATURAL WEAPONS

Various creatures have to make do with the weapons that nature has granted them, usually teeth and claws. Many people have underestimated these types of creatures, but very few have lived to regret it.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		+1	5	0	5	-1	5	0	St+0

Type: 1 handed, Melee
Special Rules: None

NEGATRON SHIELD

Negatron shields are the cutting edge of personal armour. They require a massive energy supply to use and so can only be attached to powered armour. They act just like any other shield, except the surface is covered in an anti-matter flux generated by a particle smasher rig in the back of the shield. Incoming projectiles can be literally disintegrated by the flux, significantly reducing the chance of the user being hit. Because of the destructive potential of this shield it can actually be used as a close combat weapon in its own right, though it is somewhat awkward.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	4								

Type: 1 handed
Special Rules: The shield gives good protection from frontal attack. It confers heavy armour 3 and a –1 mod to all d10 damage rolls caused by hits originating from within the users front facing.

RECOILLESS CANNON

The SHG-3700 Recoilless Cannon, manufactured by Karan Amalgamated Industries, is a smaller, lighter version of the Howitzer Cannon featured on the Behemoth Assault Tank.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-1	5(x2)	0	5(2x)	-1	5(x2)	-2	5(x2)

Type: Mounted
Special Rules: Use the small circular template.

ROCKET LAUNCHER

Rocket Launchers are long-range anti-armour weapons deployed as squad support. Most consist of a missile or large rocket propelled warhead fired from a hollow, disposable tube. There are many targeting systems on the market including sophisticated target recognition software, echo location, wire guidance and laser targeting, but all are designed for hitting large targets. This makes them inherently inaccurate and therefore unsuitable for anti-personnel use.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-1	7(x3)	-2	7(x3)	-3	7(x3)		

Type: 2 handed, armour piercing 5
Special Rules: None

SNIPER RIFLE

Sniper rifles are highly specialised long-range weapons that are lethal in the hands of a trained user. They fire self-propelled ammunition that requires the gun to have special shielding. Each round has a heat resistant steel tip with a solid fuel base that is activated by the powder, giving the weapon its massive effective range. Sniper rifles usually come with advanced scopes and imaging systems that require specialist knowledge to use to their full potential.

CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
1	5	+2	5	+1	5	0	4	-1	3

Type: 2 handed
Special Rules: None

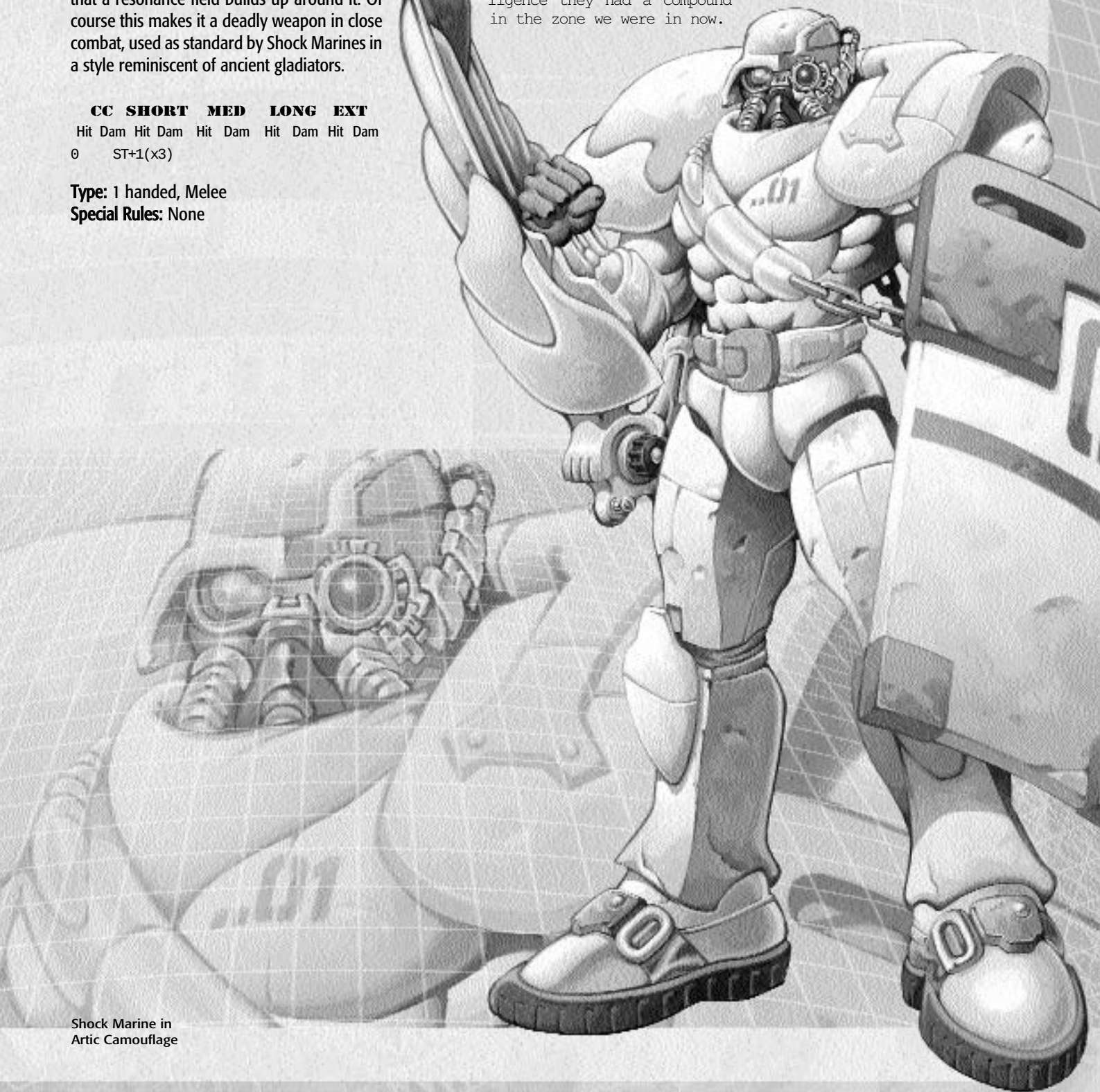
VIBRO SCYTHE

Vibro scythes are large blades worn over the fists of power suits. They are made of specially toughened material that has some unique magnetic properties. The blade sits in a reinforced groove on the glove, and when enough current is passed through it, it vibrates at such a rate that a resonance field builds up around it. Of course this makes it a deadly weapon in close combat, used as standard by Shock Marines in a style reminiscent of ancient gladiators.

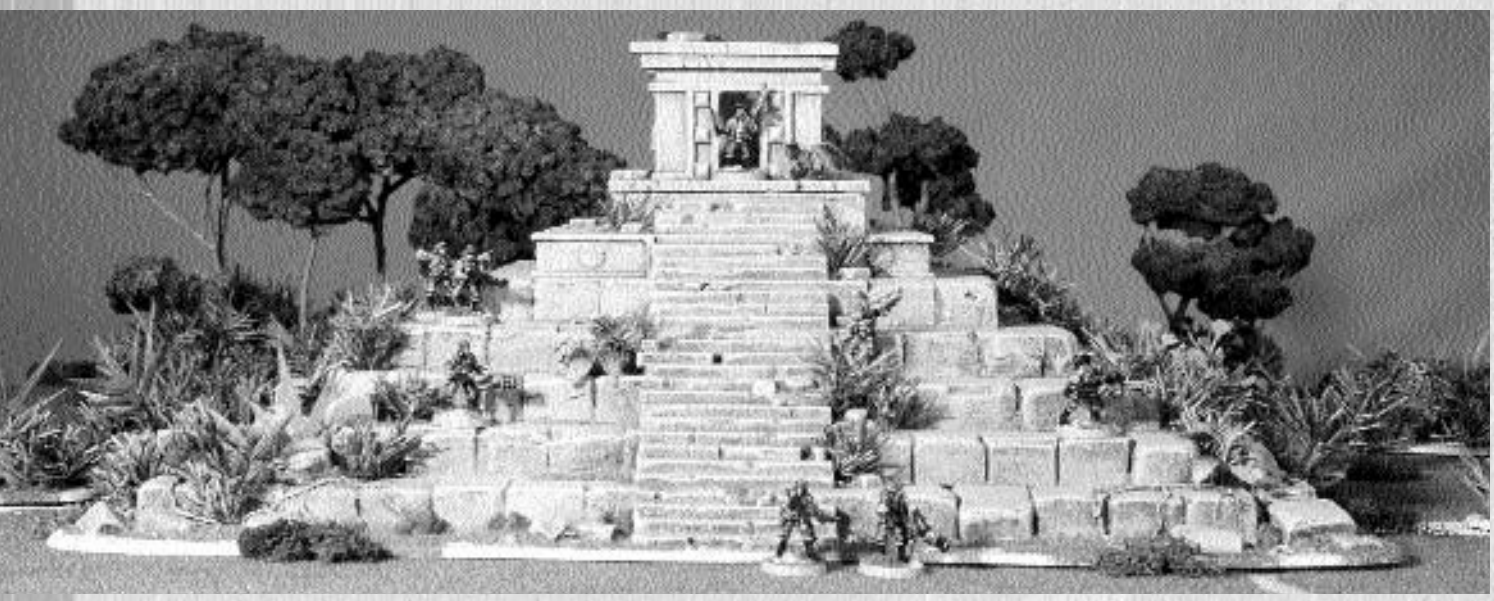
CC		SHORT		MED		LONG		EXT	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	ST+1(x3)								

Type: 1 handed, Melee
Special Rules: None

It turned out the commando had a holodisc recording of the mission brief on her. The Cap inserted it into the sim slot on his helmet and pulled down his visor. He set the sim to broadcast and half of us activated our data viewing visors while the other half kept watch, then the rest took a look at it. It turns out that the mission was to seek and destroy a sect of Koralon worshipping mutants, who'd taken off for Liana 3 about six months ago-apparently they were the ones that discovered the system. The rest of us only know about it because Strata had been keeping tabs on them. According to intelligence they had a compound in the zone we were in now.



Shock Marine in
Artic Camouflage



The commandos search the ancient pyramid in Viridia's steamy equatorial jungle.

A VIRIDIAN PYRAMID

This tree has had the foliage, made from plastic foam, glued in place and sprayed all over with green paint. This means that any gaps in the flock will be invisible when it has been glued into place with wood glue.

A group of bushy-topped trees growing out of dense jungle under-growth.

The jungles that circle the equator of Viridia are dense and lush and have never been fully explored. Many a secret lies concealed in the green heart of the planet. As a patrol of commandos cut their way through the under-growth of the Daedelus sector, they start to stumble across great blocks of stone that ultimately lead to the looming structure of a huge pyramid. The silence is broken by a flock of feverbirds that erupt from their nests among the huge stones and clatter off through the trees. The lieutenant in charge of the party makes a rapid hand signal and his men fan out to search the primeval ruins…

A pyramid like this can make a superb centrepiece for a game and is relatively easy to construct.

The bulk of the pyramid is built from insulation foam about 20mms thick. I used extruded polystyrene foam which is dense and rigid, but expanded polystyrene is almost as good. Insulation foam is available from do-it-yourself shops in large sheets and is not expensive. The shrine on top of the temple and the steps that lead up to it are made from 5mm thick foamcore board from a craft shop. Made from a piece of foam sandwiched between two sheets of paper, foamcore is easy to cut but rigid and is the ideal material for making miniature buildings

Before you start on your pyramid, it's a good idea to work out where you're going to keep it. If you've got a handy cardboard box, measure it first and cut out your base to fit . If you've never made any model buildings before, try your hand at a small pyramid first, with just three or four levels. Whatever the size of your pyramid, it's made in the same way.

The base of the pyramid in the photos is made from thick card 54cms square, with the edge cut to a slightly irregular shape with a craft knife and rubbed smooth with fine sandpaper. Mark out a square on the base to the size of the pyramid you want to build. Remember that each block of stone will be 3cms wide, so that the width of the lowest layer of your pyramid should be divisible by three.

Once you've established the size of your base, you can start to cut out the bits of foam you will need to make the steps of the pyramid. Always use a setsquare and a ruler to mark out your pieces so that everything's accurate. To save materials, make the lower steps of the pyramid out of 5cm wide pieces of insulation foam rather than the solid squares used for the top four layers. Mark a strip 2cms wide along one edge of each piece. This will be used to glue a line of blocks to the line above. Now mark out the bits of foam along their length, into sections 3cms wide, to represent large pieces of stone. Each length should now look rather like the keys of a piano. A firm pressure on the pencil will allow you to engrave lines that represent the joints between the blocks.

Over the centuries, the weather and the roots of Viridia's jungle plants have ground away at the pyramid, and to represent this wear and tear on the model , the stones need to be made a little irregular and rounded. Using a craft knife or a scalpel, round off the corners of individual blocks and deepen some of the joints between the stones to make them look uneven. Then rub over the edges lightly with a piece of fine sandpaper to soften the look of the stones even more.

Using white woodworking glue, stick the lowest level of stones into position on the base. The next level up is then inset as shown

in the photographs. When you have done two or three layers, let the glue dry before adding any more. I made the upper levels of my pyramid out of squares of foam. This makes for a stronger model, and if you cut a hole in the middle of each one, you can have a secret chamber deep in the pyramid's heart. If you leave the top layers smooth, you can decorate them with simulated carvings. I used round headed upholstery nails to make a frieze of flowers and square headed nails and balsa strip to decorate the doorway of the shrine at the pyramid's summit. If you can't find these, a simple alternative is to cut out squares and triangles of thin card to make a geometric pattern.

Make the ruined shrine and its square base from foamcore board. If you only add the suggestion of a roof that has fallen in, it makes it much easier to position your figures inside. Use the same foamcore, cut into strips and stacked one on top of the other to make flights of stairs, at the front and back of the pyramid, that lead from the base to the shrine at the summit.

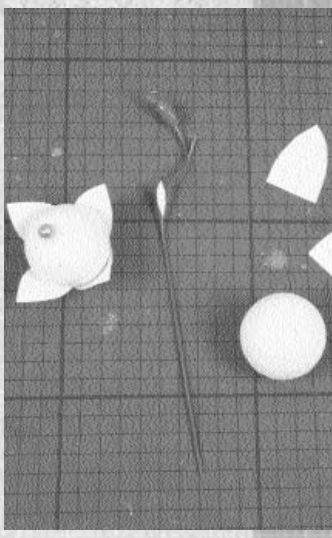
Add fallen blocks of stone to the finished structure from offcuts of foam, and when the glue is dry brush a mixture of wood glue and ready mixed filler over the whole model to give it a good stonelike texture. This glue and plaster mix should be thinned with a little water until it has the consistency of thick cream. Texture the base with unthinned plaster and allow to dry before gluing patches of cat litter here and there to simulate rubble.

Paint the model using emulsion or acrylic paint. Start with an undercoat of dark brown that is worked deep into all the crevices. Then add an overall coat of medium grey, leaving the dark brown untouched in all the cracks. Dry brush this basic grey colour with lighter shades of grey and off-white until the you have picked up all the texture on the stone blocks and rubble. Make sure that there is plenty of yellow and brown in the grey to make it warm and natural. If you use a grey that's only made from black and white, it will be very cold and flat and won't look like stone at all. When the model is dry, paint the base and add washes of thin khaki paint to stain some of the stones and represent patches of mud and mould.

Tropical plants that have taken root on the structure can be positioned to break up fields of fire and provide cover for figures climbing up the sides of the pyramid. These are glued into holes pierced in the foam and are made as outlined in Dense Jungle.

The jungles of Viridia are composed of a mixture of tropical plants, both primeval survivors of the catastrophe and modern GM strains that have spread and run wild during the early days of reseeding the planet, some of which are extremely dangerous. This section shows you how to make your own pieces of tropical vegetation that can be used on Viridia or other jungle planets in the Void universe.

All these jungle pieces are based on roughly oval pieces of thick card that are glued to an offcut of insulation board with white wood glue. When glue has set, you can cut the foam to size by running a craftknife round the edge of the card, before trimming it into a hummock shape. Sand smooth and texture with ready mixed plaster and the odd patch of cat litter or grit.. If you make up a number of these before you start on the plants, it will save you a lot of time, letting you make things in a production-line fashion.



Death spore components and an unfinished hookvine in the centre

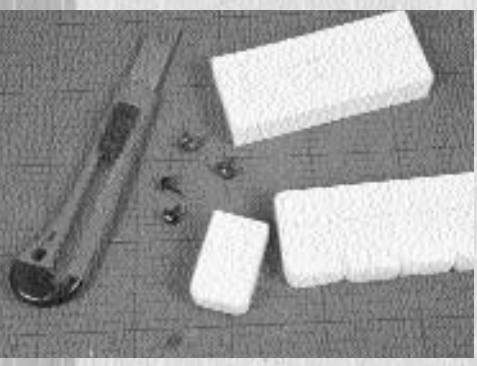
A patrol of commandos warily approach a clump of death gourds. These were painted an overall purple, the orange spots were then painted on and the gaps in between dry brushed with lighter shades of purple and lilac.

A chaingunner takes cover behind some fallen blocks of masonry. The corner of the pyramid has been cut away and odd blocks scattered around the hollow to form a handy little defensive position.

If you leave the top level separate, you can lift it off to reveal a hidden chamber deep in the heart of the pyramid. The stonework inside the chamber is engraved in the foam using a sharp pencil.

DENSE JUNGLE

The block of insulation foam at the back has had a row of stones marked into the surface with a sharp pencil. The block in front has been carved to look old and weathered using a craft knife. The decorative upholstery nails are pushed into the foam to simulate carvings. If you can't find these, you can always use buttons or washers to decorate the upper levels.



A chaingunner takes cover behind some fallen blocks of masonry. The corner of the pyramid has been cut away and odd blocks scattered around the hollow to form a handy little defensive position.

The basic material for low bushy undergrowth is made from pieces of imitation Christmas tree. If you don't want to buy a whole tree (they're really cheap in January) you can find bits of this where they sell artificial plants for flower arranging. You can leave this in its natural dark green, but I prefer to give mine a quick, patchy coat of paint with a light green aerosol. Chop up the sprigs into small pieces with a pair of wire cutters and you have a handy pile of spiky tropical bushes.

It's a good idea to mix in some broad leaved plants made from plastic aquarium weed or artificial sprigs of leaves. Make sure you don't pick leaves that are too big. I spray mine lightly with the same bright green I use on the bits of Christmas tree, this helps all the different bits fit in visually with one another.

If you want to make some bushy-topped trees, first collect some clean, dry twigs for the trunks. Cut a couple of small holes in the foam of a base and glue the bottoms of the trunks into them with wood glue and allow the glue to dry. The bulk of the foliage is made from bits of torn up plastic foam glued to the twigs with contact adhesive- the foam from blister packs of figures is ideal for this. Start by gluing some big lumps into place first and then build these up with smaller bits until you have created a nice balanced effect. When the glue has set, spray the foliage mid-green and, after coating it liberally with white wood glue, sprinkle it all over with green flock to produce a nice leafy texture. Paint the trunks grey-brown and dry brush them with the same colour to which you have added some white.

Paint the base to match the rest of your terrain and add patches of static grass glued in place with wood glue thinned with a little water. When this has dried, pierce a number of small holes in the foam and glue bits of plastic plant and Christmas tree undergrowth into them with wood glue. Group these together thickly so that the base really looks like tropical scrub.

Clumps of meta-cane can be made from cocktail sticks. Use two different thicknesses to add variety to the canes which are first painted an overall dark green. Next narrow pale green bands are added to simulate the joints. Then paint between the joints in medium green leaving a dark background to the joints, to make them stand out even more.

Stick the finished canes into the foam of a base, so that they form a clump as shown in the photograph, with some shorter lengths around the taller ones in the middle. For the leaves, I used some ready made foliage from a model railway shop to add variety to my jungle vegetation, but you can do this using plastic foam in exactly the same way as you did for the bushy-topped trees. When you're happy with the result, add some thick undergrowth to the base as you did before.

A side view of the shrine on top of the pyramid. Don't put too much rubble inside, or it will be difficult to fit in your figures. Thin balsa strip has been used to make cornices and window frames.

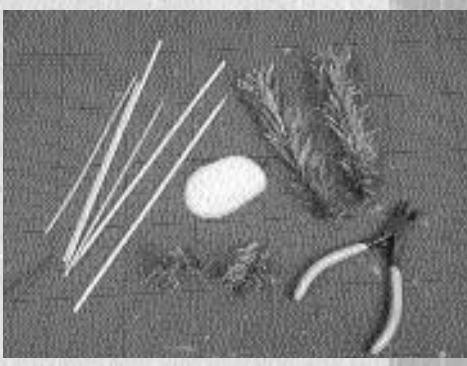
Death gourds are large pumpkin-like fruit that release clouds of dangerous spores at the touch of an unwary foot or the rumble of a nearby detonation. There are many different types, whose spores have varied effects when inhaled. Whether their spores produce terror, hallucination, or amnesia, all death gourds are the same shape with only subtle changes of colour to warn the victim of their type.

You can make death gourds from beads and small balls, craft shops are a good source for these and a group of different sized gourds will look much more lifelike than a regimented clump where all have been made from the same size beads.

Cut out four leaf shapes, like those in the photos, and glue them round the sides of a bead, using contact adhesive. Then add a small bead to the top of the fruit. When the glue has set, coat the fruit in a mixture of wood glue and plaster to give it a natural texture. You can paint the gourds using the same colours as I have, or you can make up your own colour scheme to simulate any one of the thousand varieties found in the Viridian jungles. Mount the finished gourds on a base, interspersed with bits of Christmas tree scrub so that the gourds look as though they are part of a thick carpet of undergrowth.

The trunks of palm trees are made from a length of wire. I used a thick florist's wire, but bits of wire coat hanger would be ideal. For the palm fronds you should use green dyed feathers. You may have to search around for these, but they can be found in craft shops. Trim a number of feathers with scissors to the shape shown in the photographs and glue them to the top of the wire using a glue gun. If you don't have a glue gun, you can do this with contact adhesive, but it will take longer. You will need about nine or ten feathers to make a realistic palm.

Some cocktail sticks used to make meta-cane, a small base topped with insulation board and some bits of artificial Christmas tree that have been lightly sprayed with a pale green aerosol.



An unlucky commando is attacked by the dreaded hookvine.

When this has been done, glue one end of a piece of string to the top of the wire just below the fronds. Coat the wire with glue and then wrap the string round and round the wire until you reach the bottom. Secure the end in place with a spot of contact adhesive and coat the wire with the familiar wood glue and plaster mixture. This gives the trunk a nice texture and sets hard to give a good surface for painting. Paint and dry brush the palm trunks and base the finished models as shown in the photographs.

Hookvine is a type of semi-sentient creeper that reproduces by catching and strangling a passing animal or human, before injecting its seeds into the hapless corpse. As the corpse decays, the seeds germinate in a ready made source of fertiliser, before snaking off across the jungle floor in search of new prey.

Hookvine is simply made from a length of thin wire, I used florist's wire, which is curled into a small hook at one end; I threaded a small oval bead onto the wire and glued it into place just behind the hook to represent the plant's sensor sac. If you can't find any beads like this, you can always use a small dab of modelling clay to represent this. Cut a few slivers of paper to make some leaves and glue them here and there along the wire with superglue and the hookvine is ready to paint. You could mount the finished hookvine on a small individual base or mix it in with any of the plants to form a bigger finished model.

Don't make things too regular. The odd block at an angle or completely separate, as here, make the pyramid look ruined, without reducing it to a heap of stone. The roots of the jungle plants are simply made from twisted fuse wire.

...Day 5

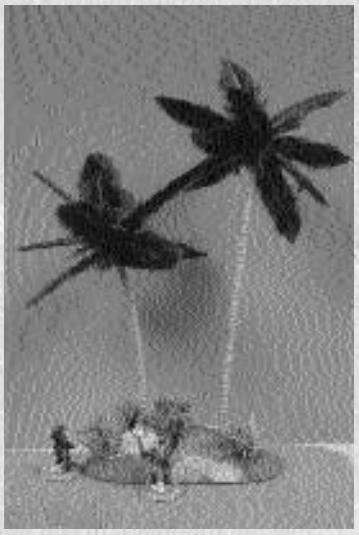
Spirits are pretty low around here. Lost another point platoon with no signs left, we're down to six platoons now. More significantly though, we lost the Pteraraptors from Recon Squadron 3. Our Pteraraptors roost in squadron groups, hanging upside down from the higher tree branches. Something came down through the treetops during the night and took them out. All that was left were their skins, hanging over the branches like soggy paper. Nobody heard a thing, and whatever's out there is getting bolder. It's intelligent too, because it avoided the defence perimeter by going over the top.

We've spent the day trying to find the mutants' compound; after all they must have had transport to get on and off the planet. I don't think we can last much longer in this place. Time's running out anyway, with that eradication fleet on its way. If the jungle doesn't kill us then it sure as hell will. Maybe something will turn up tomorrow.

And that is the last entry Sergeant Domingo made in his journal.

If you want to make yourself some palm trees, cut the feathers for the fronds to the shape shown here. The unfinished tree on the right has had its wire trunk wrapped in string, before painting with glue and filler.

A pair of palm trees cunningly made from wire and green-dyed feathers.



A clump of meta-cane. You can use up any offcuts of cane round the edge of a clump to simulate shorter plants.

Viridian marines defend a recently captured Junkers oil refinery

Adam's Viridian Battleforce

My Viridian force was assembled to play test some of the new units introduced to the army, as well as the old units that were undergoing small changes.
My first task was to convert two behemoths, one for the troop transport and one for infantry support. The troop transport was simple as concept sketches were available an after an evening of cutting and gluing I had my first unit.
The infantry support variant was more of a problem as there was nothing decided about the look, apart from it would be a closed armoured canopy. Another evening of foraging and gluing provided me with my last behemoth variant though.

With new variants for the terrasaurs being included it was also essential that models were available. I cheated on the mortar as I simply added a mortar and loader to the armoured canopy of the HQ terrasaur, now classed as a spotter. For the chain gun I removed the recoilless cannon from the support figure and added a Hunter-Killer chain-gun, nearly as easy as the mortar.
For the cynoraptors I have used different versions of the Struthiosaurs, they are considerably larger than they should be but worked fine for play testing purposes.

Adam's Viridian battle group ready for combat with a full compliment of saurian support.

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